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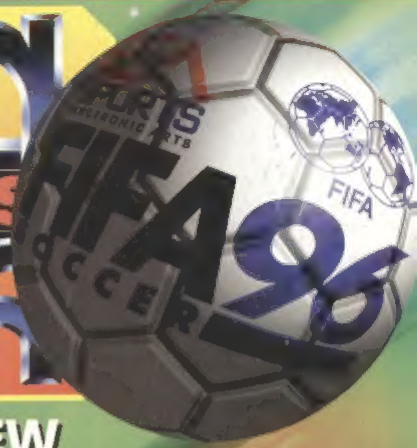

THE OFFICIAL PREVIEW

FIFA 96 SOCCER

MK3 GLOBAL SATURN SCOOP!

SUPER SKIDMARKS

WE'VE GOT 'EM!

BUG! REVIEWED

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MEGADRIVE

BATMAN FOREVER

SATURN

NI-OCTANE

32X

T-MEK

MEGA-CD

BATMAN

GAME GEAR

TRUE LIES

I ALWAYS CLEAN MY FACE WITH **OXY DUO PADS**. THE ROUGH SIDE CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE WIPES OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.

I USE **OXY DUO PADS** EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

WE SAID THIS ISSUE WAS GOING TO KICK MAGAZINE BUTT...

KOMBAT BEGINS

NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS

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EDITORIAL

THREE GO MENTAL AT EMAP TOWERS

Forgive me if I sound like a zombie, but we did put in some serious hours to get this issue of MEAN MACHINES together. We may seem a little early this month, but that's another story, specifically for the suckas that think they can pull stunts on us...

Now you're here, I can't recall an issue that's had quite so many excellent scoops. Getting the only shots of MK3 Saturn is the cream in the bun too. And this is only the beginning, with some exciting changes due for the mag, including promotions to blow you away over the next few months. Stick with us, as I'd rather be part of a mag that sets out to inform and entertain than one whose sole purpose is to amuse its troll-like creators. See ya.

Gus.

CARRY ON CAMPING

As the summer holidays are upon us, the new streamlined Mean Machines team recount tales of vacation tomfoolery.

STEVE

Steve was unavailable for comment on the topic of holidays because he's on one. Well, honeymoon to be precise. Whether he'll still want to be our managing editor, or whether he'll even be interested in gaming at all now he's met a girl, remains to be seen on his return. We know which option the smart money's on.

(Getting back to the subject of horror hols — Gus). Steve and Liza have chosen a picturesque hotel perched on a cliff next to a volcano, owned by a charming family called the 'Corleones'.

GUS

Following in Baden Powell's footsteps was a major part of our glorious leader's formative years. "I was a cub, a scout and a venture scout!" he proudly proclaims. However, our troop "Trinity" (2nd Renfrew, 51st Renfrewshire) were a rather boisterous lot (ie. loutish). The people in the villages near our campsites used to be terrorised by big lads in kilts looking for 'skirt' and throwing flammable things onto bonfires. People would have midnight feasts by raiding the other troops 'quartermaster' (food) tent.

CLAIRE

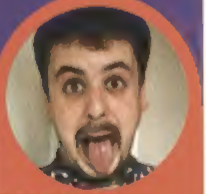
"I've been on millions of holidays," says Claire, who has now reluctantly parted with her 'medicational' rubber glove. "I remember when I was 12 we went to Spain and I went to a bun shop with my little brother. We each bought a currant bun, but when he bit into it his he found it was full of little ants. It was disgusting. My dad took us back to the shop, where we discovered a trail of ants leading up to the counter and in to the buns. I'd probably eaten a load of them thinking they were currants!"

WELCOME TO STAR TEST...

You've just joined MEAN MACHINES. Sit down. Relax. Now answer the following questions from this category:

Q:What is your name?
A:Marcus Hearn
Q:Aren't you forgetting that funny first name you have, which everyone spells wrongly (Simeon/Simian)?
A:You said you wouldn't mention that. Anyway, at least I haven't got a really boring secret first name like John.
Q:Silence! Where have you come from?
A:Marvel Comics.
Q:Did you get the sack?
A:Not exactly. The suits closed us down.
Q:When did you last have diarrhoea?
A:Christmas. All Christmas. Couldn't touch a drop or eat a thing for ages.
Q:Who is the best Danny/Sandy in your opinion: Travolta/Newton-John or Sonia/Shane Ritchie?
A:Sandys come and go, but there will only ever be one Sonia. The woman's triumphs span a brassy scouse Sandy to being pipped to the post in an obviously rigged Eurovision Song Contest. We was robbed.
Q:What do you like to do first thing in the morning?
A:Arrive at Mean Machines Towers bright and early. Actually, I like to lie on my side and make slow pedalling motions with my legs for several minutes. I'm easily pleased.
Q:Pick four words that best describe yourself.
A:Hmm, ash, arm, well..

Thank you for playing Star Test. Please pick up your P45 on the way out.



MARCUS

Gus hands the goatee beard of deputy editorship to Marcus, who still shudders at the memory of a camping trip to Thetford, Norfolk. "It was really dark and we thought we'd found the perfect place, so the four of us piled into this two-man tent and endured the post-curry fumes. At 4am we were woken up by the sound of dogs and heavy machinery. It was only much later that we realised our perfect spot was actually on Ministry of Defence land and we'd been in the middle of army manoeuvres." Doh!

GAG OF THE MONTH

Because we're not as funny as we used to be, here's a classic gag from an old BBC sitcom:

Sybil:Basil!

Basil:Yes, my little golfing doberman pinscher?

Next month: Are You Being Served?

ELIMINATE THEM

They were just like Sapphire and Steel, Oz and Paul Bufton. And now they've both been trapped in the time continuum known as ex-Mean Machines. Don't worry, as Oz has found a new life on one of our secret projects, and Paul was put down by a Ferengi veterinarian and didn't sniffer. Now, just look out for new blood. In the meantime, our old furry toy Claire Coulthard assumes the mantle of Shera, princess of Design and Lady High Mighty of the Art Editorship. Beware her pen!

FINGER BODS

FAT CAT
STEVE 'Piss' MERRETT
COOL CAT
GUS 'calm' SWAN
CATTY EDITOR
CLAIRE 'barbie' COULTHARD
DEPUTY MIAOW EDITOR
Marcus 'apeman' Hearn
MOTHER'S LITTLE HELPERS
Sam 'patience' Hickman
Radion Jim' Automatic
Ed 'deep pan' Lomas
DESIGN FREELANCE TRAWLERS
Nikki 'cabbie' Creed
Dave 'surprise' Kelsall
AD MANAGER
LIZA 'looked nice' HAWKES
BREAKDANCING BLOKE
IAN 'delivery' THOMPSON
PRODUCT MANAGER
TINA 'Deadly Skies' HICKS

SPECIAL THANKS TO.. Eurocom, Marc at GT, Maz (yet again), Gav, Rich and Ali, Dex, Frontline, Woody.
SPECIAL NO THANKS:The Canadians.

EDITORIAL SEVEN ELEVEN: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
DOG AND BONE: 071 972 6700
VERY IMPORTANT PAPER THINGY: 071 972 6701
PRINTED BY: COOPER CLEGG
COLOUR: SARAH-JANE montholated LEAVEY
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994

COVER:VICTORY: ARKANA STUDIOS

SUBSCRIPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBORO
LEICESTER
LE16 9EF
TEL: 0858 468888

SUBSCRIPTION RATES (12 ISSUES INC P&P)
United Kingdom and BFPO: £34.00
Overseas Surface Mail: £40.00
Airmail Europe and Eire: £44.00
Airmail Zone 1: £60.00
Airmail Zone 2: £69.00
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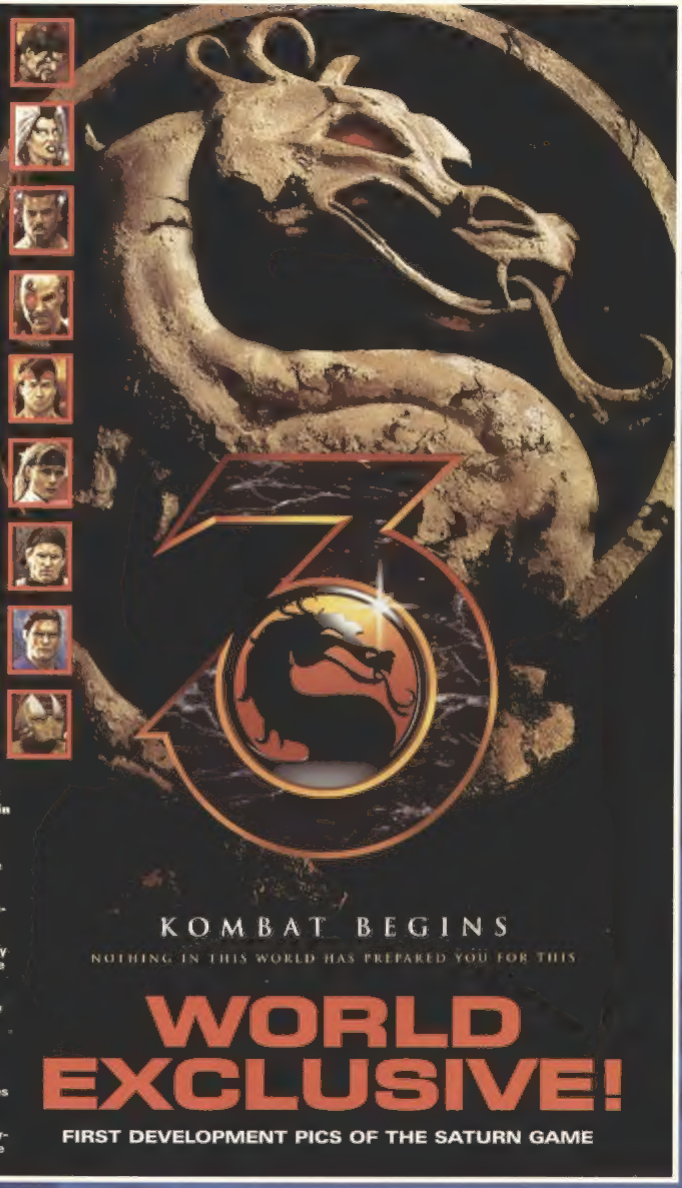
Come on down to Tragic Pizza! Buy one large supa-dupa with fish cake topping, and we'll give you a piece of bog paper absolutely free! We've got 100,000 budgie-cage liners to give away today!

And now the sadit's nigh,
And you must face the final curtain.
You thought, you'd have a week,
But in this game, nothing is certain.
When on the shelves it's clear, no need to fear,
We blow you a-way.
And more, much more than this, we did it our way.

NEWS

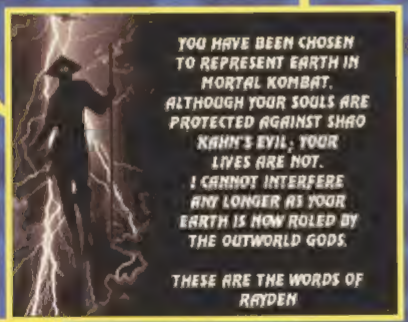

3
KOMBAT BEGINS
NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS
WORLD EXCLUSIVE!
FIRST DEVELOPMENT PICS OF THE SATURN GAME

The following shots are the only ones of MK3 on the Saturn in existence: fact. No other magazine has access to these shots: fact. Anything else you might see on 'Saturn MK3': fiction. Following our own enquiries with GT, the exclusive publisher of MK3 on the Saturn format, we were invited to the busy Eurocom offices in Derby to see their initial work on the conversion. Now, ten weeks into development, Eurocom have placed a *&%#-hot team on the job, and this is what they have come up with. They're aiming for a perfect conversion, and to that end, they've used Williams', the arcade developer, own libraries for backgrounds, fighters, front-end intro and sound. Eurocom have access to everything Williams used to prepare the arcade game.

EXCLUSIVE NEWS!

THE WHOLE STORY

The earliest part of the project to take shape is the intro mode, which resembles that of the arcade's rolling attract sequence closely. High resolution storyboards, showing the entry of each of the fourteen characters, are picked randomly.

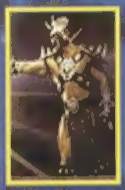

YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT. ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL; YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER AS YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS.
THESE ARE THE WORDS OF RAYDEN

The intro is already absolutely flawless.

VITAL STATISTICS

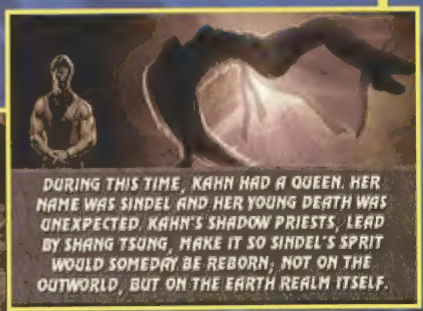
The Saturn displays at a slightly lower resolution than the MK3 coin-op, so Eurocom are adjusting the graphics to compensate. The reduction will not be noticeable to players. However, a second adjustment is needed to keep the player sprites in proportion to the screen, with the Saturn version shown on normal TV ratio, and not the widescreen of the arcade. The reduced images are still the largest character sprites attempted on the format.

Yet again... I'm a little teapot, short and stout.



MOUNTING EXCITEMENT

What could we possibly add to the story to excite you? As yet we can say nothing, but GT passed on some information about their Saturn MK3 being somewhat 'deluxe' in nature, kinda 'Limited Edition'. The nature of this may indeed be related to a near-future coin-op related to MK3. All this is purely speculative, but we do love to tease.


DURING THIS TIME, KAHN HAD A QUEEN. HER NAME WAS SINDEL AND HER YOUNG DEATH WAS UNEXPECTED. KAHN'S SHADOW PRIESTS, LEAD BY SHANG TSUNG, MAKE IT SO SINDEL'S SPRIT WOULD SOMEDAY BE REBORN, NOT ON THE OUTWORLD, BUT ON THE EARTH REALM ITSELF.

PREPARE FOR KOMBAT — ON FILM!

NEW MOVIE BY FIRST INDEPENDENT RELEASE OCTOBER

Movies based on video games — they keep on comin'. Following the shambles of Super Mario Bros. and the dubious delights of Street Fighter, Mortal Kombat throws its hat into the ring for an Autumn release. It opens in August in the states, as a pretty major release, and MEAN MACHINES will bring you news from the press screening before then. Should tie in nicely with MK3 the game.

So why should a movie based on a combat game succeed where others have failed. Well there are some promising factors. The movie is financed by New Line Cinema, America's biggest independent filmmaker, which created the Nightmare on Elm St. movies. It's has also been directed by Paul Anderson, a young Brit director who did urban warfare flick 'Shopping'. Mean anything?

No? Well, what about the the effects wizards behind T2 and dracula and the computer graphics studio who worked on Death Becomes Her. As for the movie, it's set in the infamous 'Outworld' with Christopher Lambert (yes, Highlander) playing Ray cd forcing the other competitors to 'overcome their inner fears'. Hopefully they'll take enough time off meditating to kick the living willies out of each other which is the reason, let's face it, that we paid the entrance fee for. We'll keep you informed.

all stills © New Line Cinema 1995. Supplied by First Independent, all rights reserved.

DIAL D FOR MURDER

NEW GAME BY ACCLAIM FORMAT SATURN

Acclaim have been relatively quiet about 32bit stuff, after the initial hype on Alien Trilogy and their Duel Motion Capture game. Now in Japan their first Saturn title, D's Dining Table, or plain 'D', is due for release. It's damned odd, and not the stuff for kiddiewinks in pyjamas.

Firstly, the game plays through fantastic rendered scenes, similar to Sega's Mystery Mansion games. This does mean there is limited interaction, and the action is mostly puzzle-solving. But there is an off-the-wall plot. You play the heroine, Laura, who's father is a psychopathic murderer. After witnessing his grisly handiwork in a hospital, you are mysteriously drawn into his mind to confront him. Cue scary music and a few shocks. Needless to say we love it so far.

More on how this Agatha Christie effort develops

THE COMPO TIME FORGOT

COMPO BY US GOLD FORMAT GAME GEAR

Back in the days of our lord 1995, that US Gold did offer some copies of their excellent James Pond: Operation Starfish game on Game Gear to give away in a compo. And gawd luv us, if Gus didn't keep forgetting to stick the damn thing in the mag. With the result being we have five copies of the filthy things lying under t' desk, just begging to be won. And it also gives us the chance to remind you that it's a fun game which scored 88%. So go for your buzzers now!

Q:What was the name of James Pond's sports compilation game:

A:Aquatic games
B:Acrobatic games
C:Asiatic games

Answers on a legible material to: GIVE US A MOULDERING GAME GEAR CART, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And the five drawn from the lavvy get a game without further ceremony. It's as simple as that.

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MEAN MACHINES SEGA

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FEVER PITCH IN BETTER THAN FIFA SHOCKER ! IT'S FASTER, MORE CONTROLLABLE AND INFINITELY MORE PLAYABLE. NUFF SAID ?"..

STEVE MERRETT MEAN MACHINES !

Fever pitch soccer

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KILLER BULLFROGS LAUNCH GAME

NEW GAME FORMAT

ETA

FUN ON A MAP

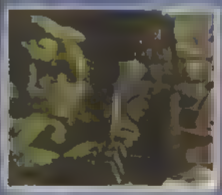
After Hi-Octane, Bullfrog are planning to blitz the Saturn with a conversion of their massive PC hit, Magic Carpet. It's an extension of other ideas Bullfrog realised in strategy games like Populous but with more action. You play a magician travelling over landscapes, incredibly drawn in 3-D using mathematical generator. You [illegible] with which to destroy citadels of evil, and build your own fortresses. A subtle, complex and an extremely

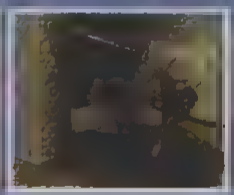
NEW GAME FORMAT

ETA

DUNGEON KEEPER

With [illegible] Bullfrog [illegible] into traditional RPG territory and attempting to turn it on its head. Keeper takes place in the [illegible] of Dungeon [illegible] You are [illegible] force at the centre of the labyrinth, guarding your treasures from the skilled elves and fanatical paladins who misguidedly chase the path of good. From an amazing scrolling play[illegible] of your lair, you can keep take o[illegible]





NEW GAME FORMAT

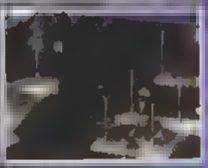
ETA

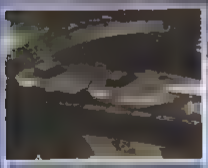
THE [illegible]

SYNDICATE WARS

FORMAT

ETA





ALIEN HOSPITAL

NEW GAME

FORMAY

ETA

SUMMER STUNNA

NEWS UPDATE

FROM

LEAPIN' LIZARDS

NEW GAME BY

FORMAT

REMIX IS ON

UK RELEASE BY

FORMAT

Virtua Fighter Remix

HOUBAI

NEW GAME BY [illegible]
FORMAT [illegible]

Sadly, you are to preview this month [illegible] potential [illegible] from Sega. [illegible] is a bit of [illegible], but is [illegible] creation [illegible] them [illegible] in France and Belgium. His [illegible] adventures [illegible] using his bizarre elongated tail. Its many functions are used to guide [illegible] stupid elephant friend, Bellani across a series of side- [illegible] and hope to go straight to review next month.

ENERGETICS

NEW GAME BY [illegible]
FORMAT MEGADRIVE

The EA Sports catalogue has gone through one of its regular [illegible] of your old chart-topping faves [illegible] round. [illegible] know about, but stand by for PGA [illegible] which does take a new [illegible] approach to the game. [illegible] perspective graphics have been replaced by contoured polygons. All new golfer animations and EA's new control pointer doobry make this more of a change than PGA 3 or European edition. Also prepare for an NHL [illegible] the old fashioned [illegible] of the original [illegible] been fussy and has all the fight-

ANIMAL QUAKERS IN THE SOUP

NEW GAME BY [illegible]
FORMAT [illegible]

What is it with Disney and ducks? After Donald, Huey, Dewey and Louie, the Ducktales mob and Darkwing Duck, the shape in the night or something, [illegible] case of duck fixation. Due to be [illegible] current pet project, Maori Mallard. We reported the project rumours last month and now we've actually got screenshots. As one of several Disney projects due this year, Mallard is going [illegible] mark animation. More on this one next month.

MAKE IT A BLOCK-BUSTER NIGHT

NEWS FROM [illegible]
FORMAT SATURN

For those too skint [illegible] them to have a Saturn [illegible] already, you might want to [illegible] Blockbuster video's rental scheme. Take a Saturn home over the weekend for a tenner, and pick some new titles to go with it. [illegible] way to try out the machine [illegible]

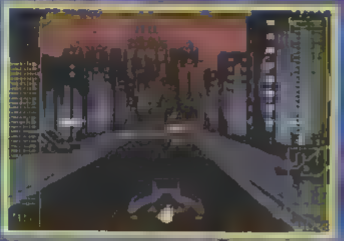
OUR SPORTS CLOSET CORRESPONDENT WRITES

NEW GAME BY EA
FORMAT [illegible]

The next game [illegible] from [illegible] simulation uses many of the presentation [illegible] revealed in our Fifa '96 feature. These include [illegible] of surround sound and a clearly visible sin bin. Hopefully out in the tail end of the year, or soon after.

THIS TIME YOU
NEED HELP
the
GAME IS NEVER
Over.
BATMAN & ROBIN

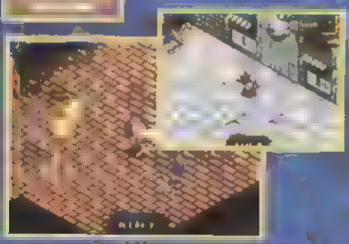
I'LL GET DRIVE THRU



MONSTER MASH

NEW GAME BY

FORMAT



NORMAL WISDOM

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YOU DON'T SAY...

MUMMY DADDY!

UK RELEASE

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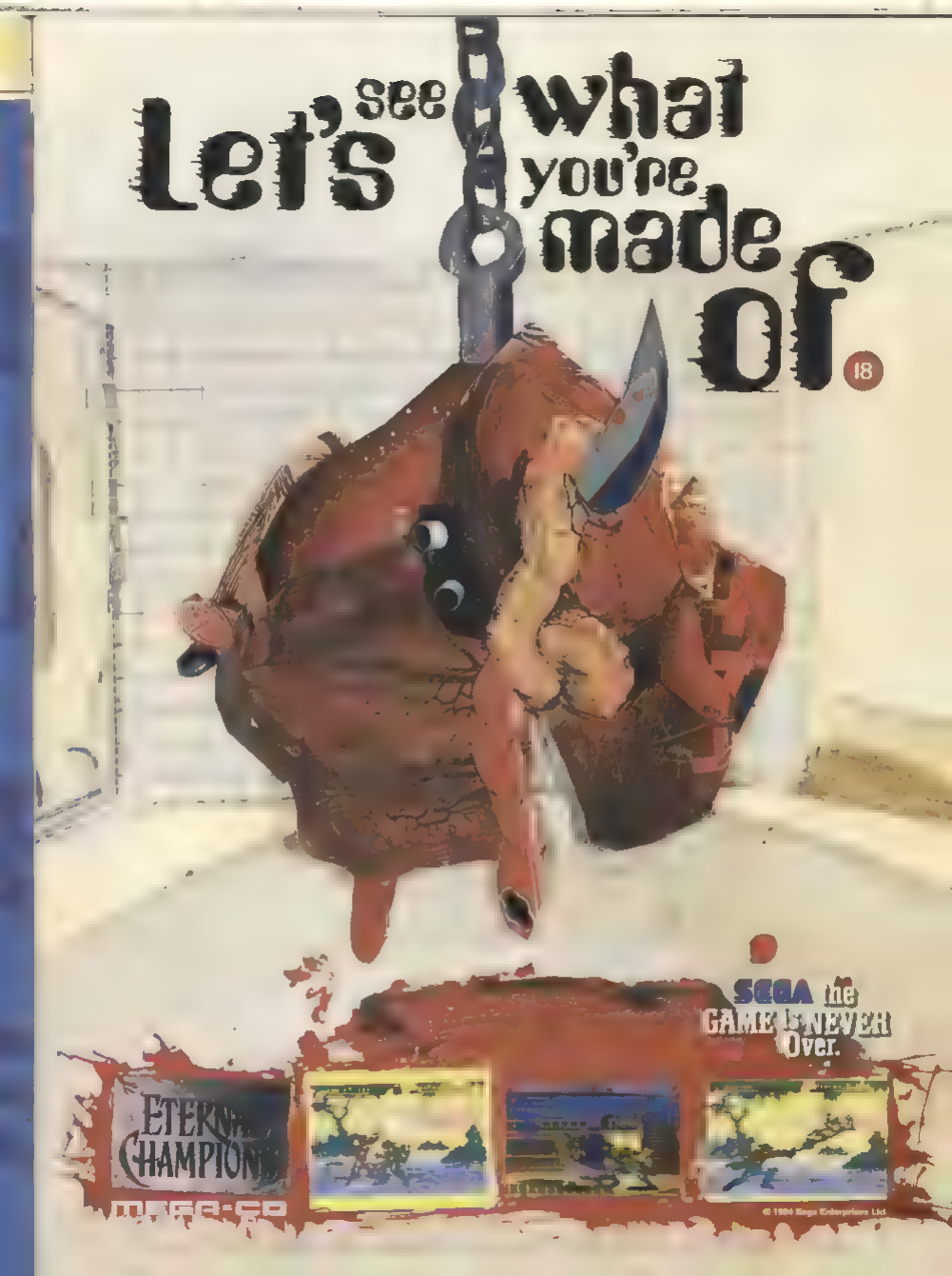
Let's see what you're made of.
18
SEGA the GAME is NEVER Over.
ETERNAL CHAMPIONS
mega-cd
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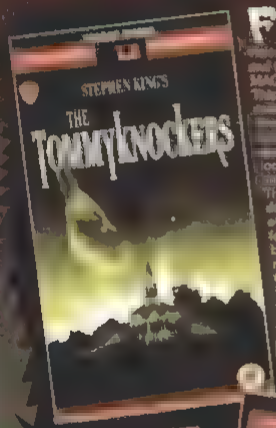
SCARE YOURSELF STUPID

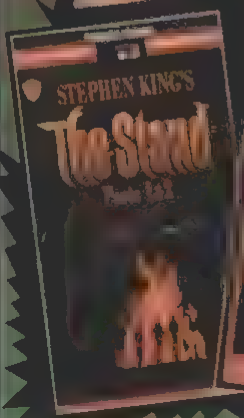
For those of you who missed out last time, this is another chance to digusty your easily unsolved video shelves with some horrific free stuff from Warner Home Video and Beyond Vision. Warner's terror

local town into a place of unrestrained insanity and general unpleas-

The Stand checks in at nearly six hours and comes in a twin-tape

of a deadly virus that wipes out most of the planet's population. The few survivors find themselves torn between two new forces – the benevolent Mother Abagail, and the satanic Randall Flagg who, needless to say, isn't exactly what you'd call a good influence. Our lucky winners will also get videos of Poltergeist and Poltergeist II – The Other Side, both released in their original widescreen for the first time. The films tell the story of an average Californian family who are kidnapped, tormented and generally terrorised by an awesome supernatural force with a predilection for unmarked graves and television sets. Both films come complete with their original trailers and a set of special collectors' cards.





...ples simply tell us the answer to this puzzler:

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FIFA SOCCE

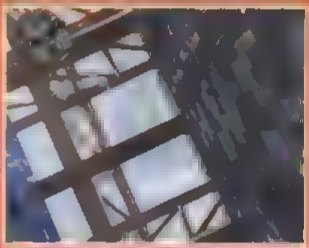
EA sports has proved a phenomenally successful label over the last few years. It represents the pinnacle of 16bit programming, with such innovations as the isometric pitch of the original Fifa Soccer, four-player action through EA's own multi-tap design, the dot-matrix displays, dynamic sound effects — with crowds reacting to the action on the pitch, and the trademark of huge arrays of player-defined options.

Hockey, golf, tennis, rugby have all been covered, but mostly football. This autumn, EA will unveil their second update of Fifa Soccer. Fifa '96, with an updated front end and marked by better player animation. Gameplay has also been tweaked from Fifa '95 to combine the celebrated realism of the previous games with speed which was somewhat lacking.

But the release of a further refined Megadrive game is sure to be overshadowed by one of the most eagerly awaited Saturn games since its launch, also titled, somewhat unoriginally, Fifa '96. The name is perhaps all they have in common. The Saturn version of Fifa will break new bounds in several areas, and should hopefully blast Segas amp Victory Goal out of the park. The job has been done by the boys at Probe in Croydon, whose work is no stranger to the pages of MEAN MACHINES. The Saturn version has not been developed in isolation, but alongside other next generation platforms like Sony's Playstation and PC CD-ROM (though not at Probe). There are similarities between these versions and Fifa on 3DO, regarded as the best game on the machine by far) as they utilise the 'Virtual Stadium' technique for 3D presentation.

There's still some two months of work before the game is pressed and out in time for Christmas. There are few things that spring to mind which are above this on the MEAN MACHINES wish list.

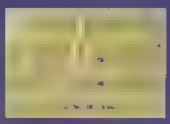
WELCOME TO MEANSTAND



CONSOLE SOCCER — THE HERITAGE

ITALIA '90
Sega's first stab at soccer on their new Megadrive machine. Despite the license it was mega poor.

EUROPEAN CUP SOCCER
Virgin's singular attempt to crack footy. One of their more forgettable efforts.



SUPER HIKE ESY
Some people thought this was a great game. Others thought it was appallingly unplayable.

PGA TOUR96
[illegible]

[illegible] SOCCER
A favourite of many, it's [illegible] football that [illegible] season. Not all the time.

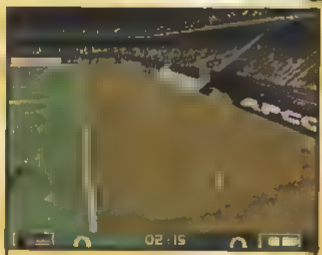
FIFA 96
SPORTS
IFA
MASSIVE

THE SATURN STORY

ALL-SEATER STADIA

Grandiose modern designs of the Italian Serie A

VIRTUAL STADIUM SOCCER



Unfortunately there are no girlfriends standing on the sidelines to run after the

LEARN TO WALK, LEARN TO RUN

If any factor propelled the previous Fifa games into the superleague it was the stunning animation. That proposed for Fifa '96 will blow away anything seen on 16bit, or the 3DO version for that matter. Initially, EA filmed real players performing the manoeuvres of the game. From there, the principal points of the body can be mapped moving through the path of the manoeuvre giving a faithful portrayal of human animation.

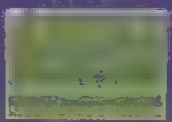
The next step is to take the [illegible] 3D models and [illegible] produced renderers players. A wire frame image is created for each frame, giving the outline which can then be 'cleaned up' by the animators. The final stage is shading, with the palette for each team strip overlayed. Light sourcing effects are added to give extra realism. Fifa '96 will feature the largest range of animations yet with spectacular shots played instinctively even by computer players.

RYAN GIGGS' SOCCER
One of Acclaim's worst ever games. Yet another big name flops most horrible...

WORLD CUP USA '94
US Gold's turn to fall foul of the curse of console football. Too much strategy, too little gameplay.

FIFA '96
The first update ironed out some gameplay flaws and improved the presentation.

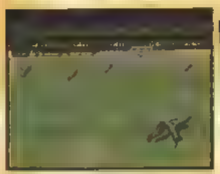
ULTIMATE SOCCER
Sega's eight-player fiasco that was incredibly jerky. Trying to do too much.



SYNDICATE
The celebrated SNES game was converted, but the difference in hardware made it look all the more poor.

MULTI-TASKING

Passing has been tackled in order to improve passing and team tactics, some times seen as the weak area of the game. The most noticeable new feature is a separate passing control which allows you to pass the ball to team mates without [illegible]. This makes quick passing much [illegible]



When Saturday Comes the mags will do battle at the newstand. Show us your audit, guys.

Not too exciting, admittedly

THE ADMINISTERING OF SOUND

Sound is one area where the Saturn can excel, with its fabulous custom Hitachi processor. It's also the area with the most potential for atmospherics, as Fifa CD showed. Sound is the least advanced area of the game at present, as EA try to incorporate a running commentary by John Motson! Some 7000 speech samples, covering all aspects of play and all players have already been assembled for the PC CD-ROM game. It's still unclear whether the Saturn can enjoy the same feature.

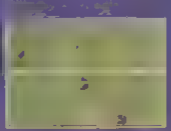
SCAN AND RAN

[illegible]

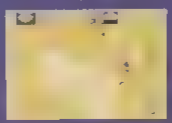
Football never makes for interesting screenshots. But these ain't half bad.

KICK OFF 3
Imagineer [illegible]

[illegible]
[illegible] with a thunderous effort, and not half bad with.



FEVER PITCH
US Gold finally provided a serious alternative to Fifa, just for the more aggressive fraternity.



TOTAL FOOTBALL
Acclaim take on an old Domark project. Endorsed by Ian Rush[illegible]. Made of [illegible]

VICTORY GOAL
The Japanese fail to grasp the beautiful game by the horns, but this was the only [illegible]

THE MEGADRIVE STORY

APPROACH WITH AN

NEW MOVEMENT

In play, new Fifa combines the best elements of the two Megadrive and SNES games. The new passing mechanism, described in the Saturn section will apply to the Megadrive, allowing you more freedom to pass when running. While Fifa 95 concentrated on producing a more strategic game, with enhanced passing, Megadrive Fifa '96 goes further, with better response from your other players and a more intelligent system of player select - not just the nearest player.

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WORK IN PROGRESS

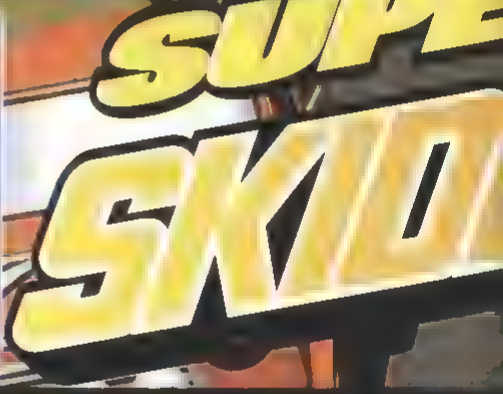
You thought Acid House was dead, but Codemasters have signed them up to produce a potential Micro Machines beater. Acid Software and Super Skidmarks, that is.

Codemasters, the small Warwickshire software house with the big sales figures, might find itself with two of its games competing against each other in the charts this autumn. This might be good or bad, as the two games, Micro Machines '96 and Super Skidmarks look set to dominate the racing game set. The prospects for Micro Machines look pretty good, considering the response to the first games, plus the prospect of a course designer.

Super Skidmarks is a debut for the Megadrive, but it does have a pedigree of being an award-winning Amiga racer. The original Antipodean creators, Acid, have soon to the conversion for the Sega console. Considering the relatively similar workings of the two machines, a perfect conversion should be on the cards.

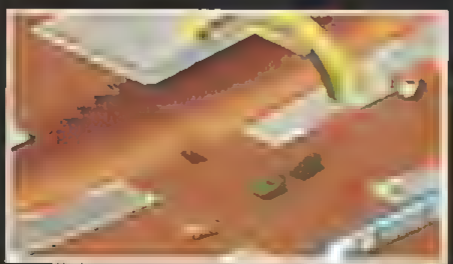
Super Skidmarks' profile reveals it to be an archetypical Codemasters game. The graphics are crisp but not too flash, it all looks kind of kiddy and colourful, but plays like an absolute mother. Gameplay comes first. The heritage of the game is isometric multi-player racers like Atari's coin-op Super Sprint, or RC Pro Am. None of these have been given a fair shot on the Megadrive, so Super Skidmarks is something of an original, despite reprising a well-worn theme.

In any case, with a name like that to set us tittering, we've already taken the game to our hearts. When we get a chance to fully explore the game, we'll bring you an exclusive review.



BUMP AND GRIND

'Skids is being designed as a stock car type sim, with the emphasis on bashing the opposition out of the way. You are actively encouraged to ram the other racers, or have them run into the back of you for a speed boost. Spectacular crashes are part of the fun.



POLYMATH

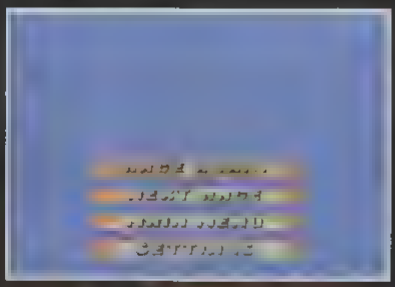
The action is simple racing fare, but the programming behind it uses sophisticated mathematical routines – 'quadratic B-spline curve [illegible]'. These present the undulating courses in true 3-D, recreating bumps, pits, banked corners and ramps. They also work to ensure that the interaction of the vehicles with the contoured background is as realistic as possible.

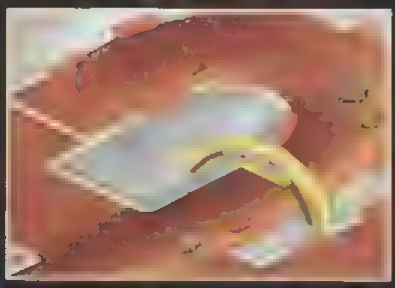
CATTLE BARRED

To give sufficient variety to the game over thirty odd courses, Acid have put together four themes that add new features to the track. These play out across ranch, rally, beach and snow backgrounds, and feature scenic obstacles and attributes much like Micro Machines. One enhancement to this is having animals running around the tracks, with horses interrupting play on the ranch courses.

THE SHOWROOM

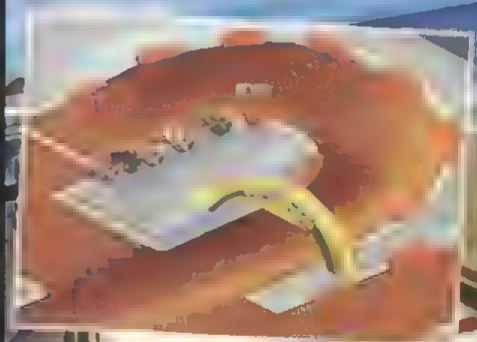
For those who loved the range of Micro Machines, the news of 12 different vehicle classes for Super Skidmarks should excite. These include the conventional stock cars and F1 vehicles, as well as some yuppie four-by-fours, VW Buggies and the ultimate driving experience: a cow on wheels. This lean green machine will probably do 0-60 in 8 hours, and deliver you a pint of milk into the bargain. All the vehicles were created from detailed 3-D models rendered with light-sourcing. Such detail is promised that even the windscreens will be animated with glints of sunlight.





FOUR GO MAD...

Codemasters are once again presenting the title as a J-Cart, ie a four-player game with the extra two ports built-into the cartridge. You might well wonder how an isometric racer could be played out with four human characters, but Acid are developing a split-screen option that will allow just that. For the two-player option, there is a choice of either horizontal or vertical screen-splitting.



MEAN MACHINES SEGA

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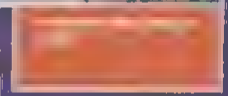
HI-O

Over misses! Who ever thought they'd find [illegible] than more dreadful of developers, hanging out of the back of a futuristic racing car, toga akimbo? Bet that's something how we first drew in Hi-Octane, the [illegible] ship racer that reared space three a few eyebrows when it burst onto the PC late summers.

It's going to be their second Saturn game, [illegible] Magic Carpet and Syndicate Wars. Before [illegible] this summer. Maybe part of the intention is to redeem Bullfrog in the [illegible] gaming partially under the SA wing earlier in the year. Hi-Octane is a [illegible]

[illegible] worked, as Hi-Octane benefited from its shock and novelty value with high review scores. Being an excellent game helped too.

The concept is a seamless blend of racing and murder, with futuristic hovercraft flying around textured polygon tracks, blasting their opponents off the rails. For Saturn owners, the idea may not seem totally original next to Grand Chaser, Sega's own hover blaster, or those with knowledge of Psygnosis' Playstation debut, Wipeout. But Hi-Octane seems to be implemented with its own level of finesse. Screeches onto the format in October, and hopefully an extensive review next [illegible]



DON'T BE A SQUARE, DADDY-O.

The task of converting Hi-Octane to the Saturn (its mostly conversion work) has fallen to Andy Beale, who we first met for his conversion of Theme Park on the Megadrive. This task doesn't have quite the same challenge of squeezing a quart into a pint pot, but Hi-Octane has presented challenges of its own. The most taxing, Andy relates, has been altering the 3D routines to take account of a fundamental difference in the way PCs and Saturns handle polygons. In the PC Hi-Octane, all objects are ultimately formed from triangles.

The Saturn, in contrast, constructs out of squares. As well as altering the shapes, adjustments must be made to the texturings, as applying textures over a new shape warps the effect. To make up for the headaches, Andy enthuses about the Saturn hardware. The demo we saw was running at a fair lick, and that was only using one processor. Andy was preparing to kick in the Saturn's tandem RISC 32-bit processor, increasing the speed by a factor of two at least. In fact, the general office opinion was that the Saturn, although tricky to get to grips with, was a 'luvverly bit o' kit'.

OCTANE

HIGHWAY OF HORROR

Hi-Octane involves the giving and taking of punishment, with each of the six craft equipped to carry weapons ranging from chain guns to missiles. And these can be powered up. There's a spectacular array of explosions, and you can sustain damage to your own craft. Yet another strategic element is how you use the pit and repair lanes judiciously. Sometimes these are part of the course, but often require detours to visit. To maintain the pace, if you explode in smithereens or simply run out of juice, a race marshal craft arrives to set you right.

Gun boost thing.

Missile boost thing.

Speed up thing.

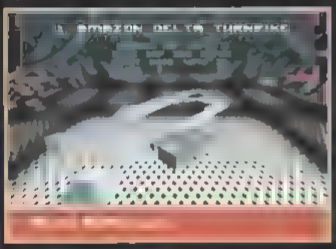
About 100 things.

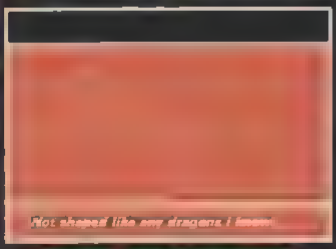
Only 10 things.

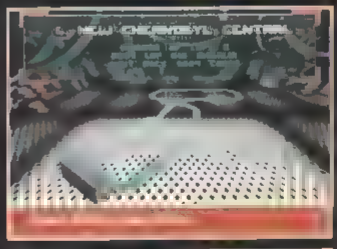
200 things.

TRACKING YOUR PROGRESS

Bullfrog would not just produce a straight racing game, with static tracks. In our opinion, Hi-Octane's most startling feature is the built-in intelligence of the courses. AI routines monitor your progress around the track, and the layout will morph to match your techniques, making the game more challenging. For example, a straight may narrow, or a bend become sharper if you are taking it too fast and wide. So although there are six main circuits, the race should never be quite the same.

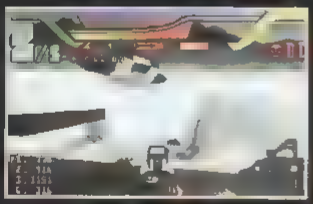


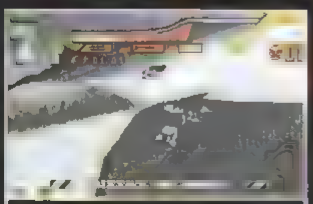




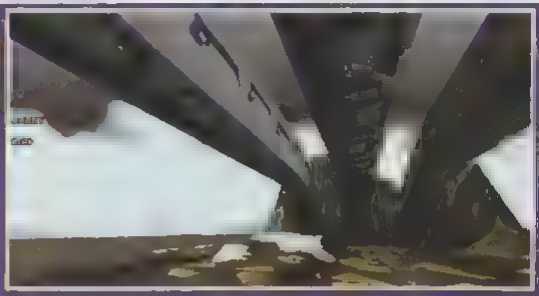
IN CAMERA

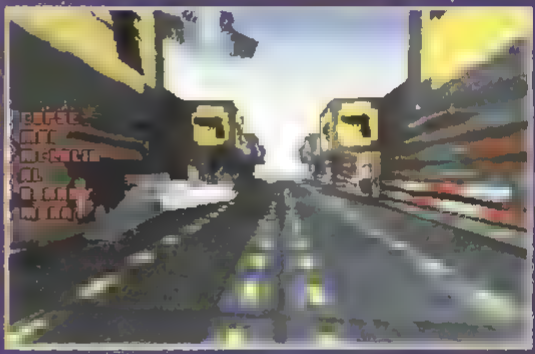
Hi-Octane betrays a little of its arcade influences with the virtual viewpoints function. Like the celebrated Sega coin-ops of the last couple of years, the races may be viewed in any of four positions, each with its own tactical uses. The lowest is cockpit positioned, with further and higher positions, up to a bird's eye view.





Thrills, spills and vector popular chills.





DEF AND DUMB

There was one aspect wholly missing from the demo of Hi-Octane: sound. Sound on PCs is hideously complex, catering for all kinds of incompatible sound cards. Saturn sound, on the other hand, is a dream, courtesy of the amazing Hitachi custom sound chip, which outdoes any other games machine around. It's hoped that Bullfrog can take advantage of that. Sampled speech will figure heavily in any case.

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PROJECT
VICTORY BOXING

PUBLISHER

ORIGINATOR

RELEASE

PLAYERS

DEVELOPERS

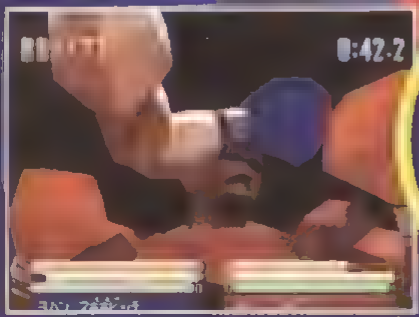
Are you glass-jawed, or are these Reds Victory?

Virtua fighting of the Gooseberry variety is on offer in JVC's Victory Boxing. A game that promises a more civilised edge to bloodsport [illegible] ways to black your opponent's teeth out. Beating to a pulp is not a sport [illegible] on console, and the attempts on 16bit, with the exception of Virgin, did little to raise the profile of the sport.

Victory Boxing reproduces the fight footwork and heavy fisticuffing of [illegible] fighters, each with their own unique style. The player can choose [illegible] three different modes on offer: 'Main Event', 'Pro Match' or 'Exercise'. In each [illegible] can be customised by the player with a choice of [illegible] can their matches during fights, setting [illegible] rules between opponents [illegible] be possible with the addition of a RAM cartridge.

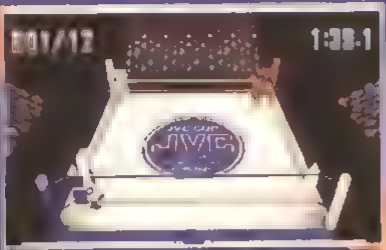
The action [illegible] directly above and [illegible] an exciting [illegible] set as a [illegible] victory, the game will [illegible] record, ready to be viewed again afterwards [illegible] about beating [illegible] JVC's [illegible] the roaring crowd are all being stimulated [illegible] the encouragement of your second, [illegible] voice heard above everything else. Victory Boxing looks like a promising innovation that will live or [illegible] ity of its execution. Stay tuned for a review...

VICTORY BOXING JVC



TAILOR MADE

Customising your own boxer is down to a number of different variables. You decide class (bantam weight, feather weight, light weight and so on), weight, hairstyles and other such essentials. You can also name your character, decide [illegible] and choose the colour of their trunks. When it comes to facial features there are 8 men and 3 women to choose from, all with appropriate vests, boobs and hair-cuts!



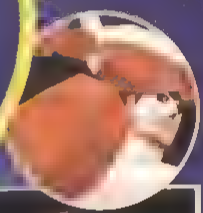
It's just you, him, and a big empty ring. With the roar of the crowd in your ears, the smell of fear in your nostrils, and one of those funny rubber things in your mouth, this is as real as it gets.

PRAXIS

In the Main Event option, you battle your way through [illegible] gaining experience points and determination with every victory. Each victory moves all serve to increase your chances.

If you choose the Sparring option, you can practise with other boxers, 'programming' them to simply defend themselves, stand still, or behave as though they were in a real fight.

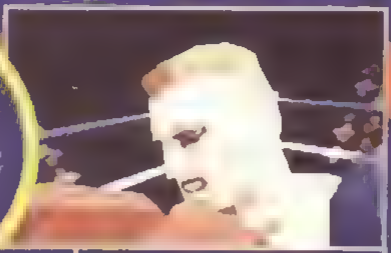
Vs Mode is the scrap the title suggests. With a RAM pack plugged in, you can import players from your mate's Saturn, or take round your own Prince Naseem to do in his sad Frank Bruno.



The [illegible] and the video replay [illegible] unimagined opportunities to showcase your savage brutality in [illegible].

VCR

Special moves are dependent on the kind of physique you choose for your fighter, and stay true to the sport. They include techniques such as the twisting punch, the moving hook, parrying, and, our favourite, the corkscrew.



Not one of the more attractive female contestants on offer, Olga turned to boxing when her modelling contract fell through.

VIDEO KICK REPLAY

Just for the pugilist sinkers, JVC have built-in a replay mode. This allows you to A) Kick someone's head in B) Watch it again. C) Watch it again in slow motion. D) Watch it again frame by frame. E) A full round is kept in memory, and you have all the features of a high-end VCR, including speed slider, and slow-motion. Save it to a ram pack for future enjoyment.

MATCH
EVERYTHING YOU WANTED TO KNOW
ABOUT FOOTBALLERS AND MORE!

PROJECT

PUBLISHER

INITIATED

RELEASE FORMAT

DEVELOPERS

J

Here in Deadly Skies we do our bit for international relations by flying over 'far away countries of which we know little and care even less' and dropping large bombs.

DROP THE PILOT

AKIRA SAKAMOTO (JAPAN)

[illegible] F4 Phantom. Ripped from his perfect [illegible] Tokyo flight.

ANDY JONES (US)

[illegible]

[illegible] CHEN (CHINA)

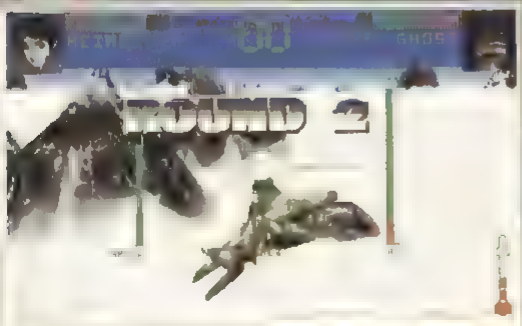
[illegible] Rambler's best friend. She plays a fiendish cello.

HELENA HAGEN (GERMANY) [illegible]

[illegible]

DEADLY SKIES

TO HELL AND BACK



It's dead snowy here.

This is a pana folks. Deadline captions inc.

PREVIEWS

RAYMAN

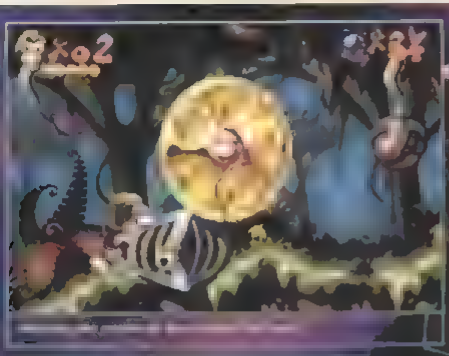
Sleek, sexy next generation ... owners, cocky bespoyed cartoon here for fun, frolics and possibly romance. Time wasters, heros or unoriginal, dull sidekicks ... Well, that's Sonic out of the window...

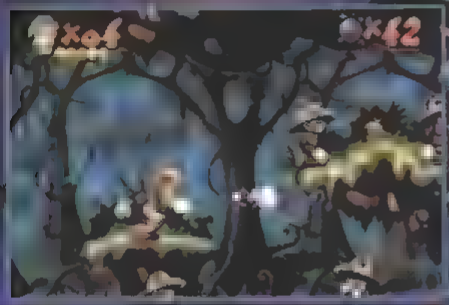
Still, there's ... being the next big ... instalment of Clockwork ... And this month, who ... town but ... who? Oh come on, you ... below – Apart ... wetting their ... over ... on the ... they have to ... about something, don't they. Anyway, to Rayman. Usually, Rayman is ... lazing on a beach somewhere in the ... himself 50 times a week in deepest ... bum. However, Rayman doesn't ... where mushrooms can talk and ... lifestyle. Which is fine by him, ... recently, Evil Dr Dark has ... source which ... all the pe... The good ... did try to ... too ... and besides ... work for he...

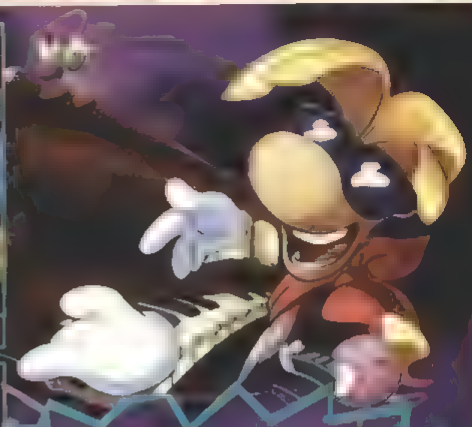
... imprisoned ... the ... them into ... coins must be collected to link together 17 amulets (that's six for each amulet, fact fans) ... give Rayman ... final encounter with the evil one.

Rayman is currently scheduled for a ... Jaguar and Playstation versions will ... Ah well, everything comes to he wh...

BY	UBISOFT
GAME TYPE	PLATFORM
1 PLAYERS	PRICE / RELEASE
COMPLETE	







OOH! ISN'T HE CLEVER!

Like most platform heroes in these modern times, Rayman keeps a few tricks up his sleeve. When the game is first played, it seems that all Rayman can do is [illegible] at his opponents, which quite frankly isn't very effective. Luckily, he soon bumps into fairy Betilna, who bestows all kinds of powers upon him. In some levels, he can turn his hair into a helicopter, in others he can grow extra platforms from magic seeds.

JUST LIKE STEALING A SOUL!

Although you'll need a memory card to save specific points in the game, there are restart points in each level. These take the form of a photographer, who requests Rayman to pose for him, usually in a seedy seaside post- [illegible] you've completed a level, it doesn't necessarily mean there won't be any new features right [illegible] of the levels can be accessed [illegible] discover previously-hidden sections [illegible] by this quite often. After all, there could be a coin or two hidden in these areas.

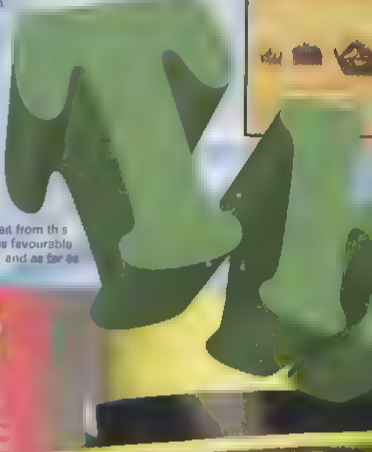
It appears that at the heart of every Megadrive owner there is an entertainment entrepreneur waiting to burst out, if the success of Megadrive Theme Park is anything to go by. Bullfrog's business and fun hybrid simulation was one of the few games to really cut it over the sticky summer period, working harder than a nympho in the Tunnel of Love.

It's not surprising then, that Bullfrog have directed their initial energies on the Saturn into producing a next gen version of the title. This Theme Park will have more in common with the PC and 3DO versions, rather than the cutdown Megadrive title, so it may well be worth investing in even if you have the 16MEG cart.

The most obvious difference is the graphics, which are infinitely more detailed than their 16bit counterparts. There is a host of background animation and the little people who inhabit the park have a far greater range of expression. The rides themselves are far more impressive in action, with particular regard to the ones you get on yourself, like the roller coaster.

Included for the first time is a view ride option allowing you to indulge in your own rides, taking you onto a bouncy castle or your rollercoaster all made possible by Bullfrog's 3D renderings. They'll give you a view on just how exciting your park is. There's also the cool rendered intro.

Theme Park will be out in September, not long to wait from this first exclusive preview, and we predict a reception as favourable as the Megadrive smash. Full review next issue. Oh and as far as Bullfrog projects go, this is just the beginning.



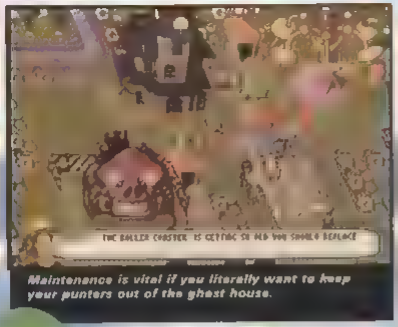
CORNERS OF A FOREIGN FIELD

One of the reasons that Bullfrog put Theme Park together so quickly was the favourable reception it received in Japan, the world's largest game market.

[illegible] Japanese 3DO version has done similar [illegible]. As we visited Bullfrog we saw the first [illegible] played on the Saturn version, a top Japanese businessman was [illegible] screamed at the next station.

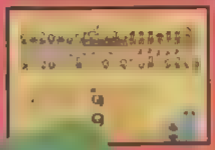
Would you buy a used theme park from this man?

Doesn't look like there's much room up there. Ha-ha.



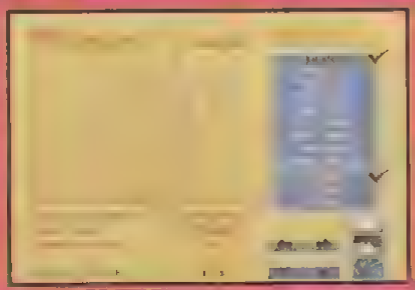
Maintenance is vital if you literally want to keep your punters out of the ghost house.

MAINTENANCE



...emePark...

PLUG-A-CHANGE



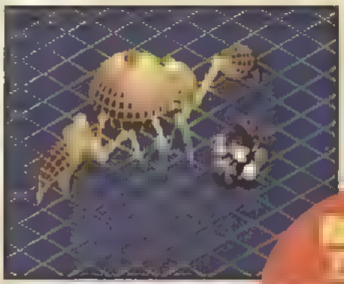
We just couldn't keep away from the picturesque delights of Ripley, Derbyshire, after last month's visit to Eurocom to see Cool Spot 2, so Gus and Marcus made the journey again, to see progress on the Megadrive version, and an exclusive look at the 32X conversion.

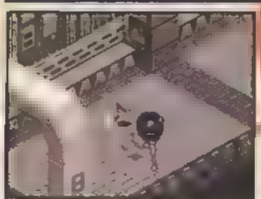
Sad y there was no time to visit Gull ver's Kingdom, the strangely named Heights of Abraham' or the nearby Alton Towers t was straight to Eurocom's dark, but air-conditioned central coding bunker From the screenshots, you may gather that the 32X is not radically different from the Megadrive game. It's basically an enhanced version using some graphic effects water rippling and shadowing among them — that are impossible on the 16bit hardware And the biggest bonus is the semi secret subgame

The Megadrive game had just entered Beta testing stage, with most of the programming completed, where the main task fa is to the testers to get the playability right. There was a lot more to see of the levels, which have been divided into four worlds, roughly corresponding to pirate mov es, adventure movies horror mov es and sci-f

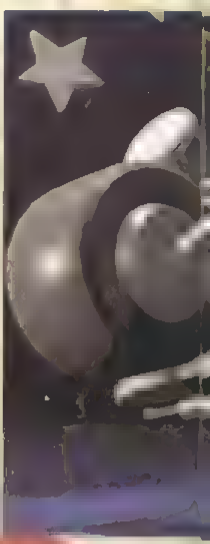
Care has been taken to vary the gamestyles in each world' Ship Deck, for example is a rather straightforward introductory romp but the Ship Ho d level has a large map to walk through The underwater stage in this world presents a new k nd of control method

Eurocom claim some of the levels have very large map areas indeed, with some areas requiring keys or other pick-ups to access. Exploration ties in with the difficulty settings, which require you to collect more spots at higher levels The more spots you need to open the exit, the more you need to explore If anything, this game is looking even better than we hinted at last month so we advise you to buy next month's issue for even more on Cool Spot Goes To Hollywood





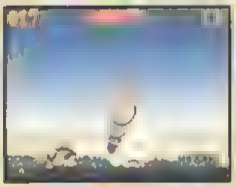
These hovering robots, like so many of the game's meanies look deceptively cuddly

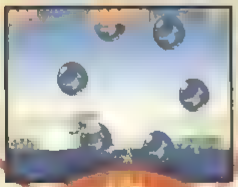


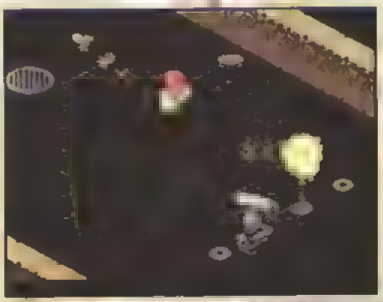
SPOT GOES TO HOLLYWOOD

TOM-FOOLERY

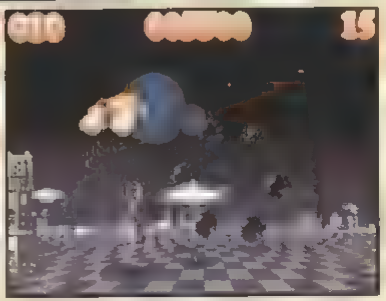
Pink-bottomed monkeys are the least of Spot's problems.

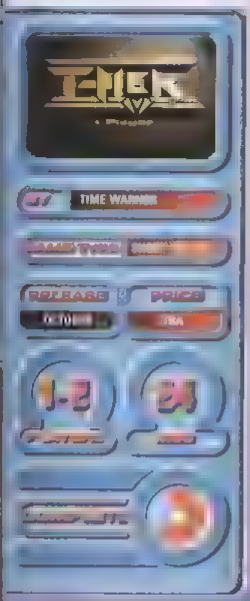






It's straight in at the deep end for Spot, as he finds himself castaway on a pirate ship. Dangers include loose cannons and perilous puddles.





It was Atari's way, in the early Eighties, to come up with many of the classic gameplay concepts, first in the arcade, and then in conversions for their own range of home computers. Battlezone, the original 3-D tank game, was one such classic which used revolutionary vector line-drawn graphics (Atari called it 'quadracan' gawd bless 'em) for backgrounds and enemies.

14 years on, and barely a force in gaming, Atari revived the Battlezone concept in T-Mek, a link-up arcade tank battler that combined amazing surround sound with some visceral hunt and kill gameplay. Though failing to catch the eye in the same way as Sega's fancy coin-op cabinets, the arcade game has proved to be a rollicking good play, especially when other human players join the fray.

Bits developers of Cricklewood, London, have spent a good part of this year producing a faithful (they hope!) conversion for a similarly unsung piece of hardware – the 32X. The starting point has been learning every feature of the coin-op, even the bugs, and porting them across.

Players select one of six 'Meks, each with a speed/armour, weaponry profile, and two custom weapons as well as front-mounted cannons. Four of these are tossed into a series of arenas – the coin-op has six, six more will be added to the 32X – with the sole aim of knocking seven colours out of the opposition. Progress is [illegible] by totaling [illegible] It becomes quite clear that the quickest way of [illegible] comes from a combination of regular missiles and a split screen two player option as part of the deal. This will not as your battlemeks are [illegible] are also at hand. There are two SH2 processors shall prove their worth by keeping [illegible] considerable canter.

Not shall the [illegible] Bits has access to Atari's samples of [illegible] These are very reminiscent of Atari's [illegible] phrases [illegible] and fight [illegible] Tekk's advice, we shall commence round two with a full review soon.

Is doing that see-through bit hard?

The right-hand Mek has been paralysed by your special attack.

ARCADE STICKS

T-Mek has a fair amount of cheat modes and tactics, most of which should be in the 32X version. In the arcade these were effected by moving the two control sticks through various positions before play. The joypad now accesses modes that change the colour palette, create layers of fog or place both players in a one-on-one contest. There's even a level with 'guests from Atari's other big coin-op, Primal Rage.

PLACEEEED!

Each Mek has an offensive and defensive special power. These offer an invaluable strategic advantage to the accomplished player. You can use cloaks to evade players' hoppshots to jump over fire, and reflect enemy fire back onto the aggressor. Attack weapons, blind disorientate and pummel your foe with missile power. Power ups are gained from the floating stat ons [illegible]

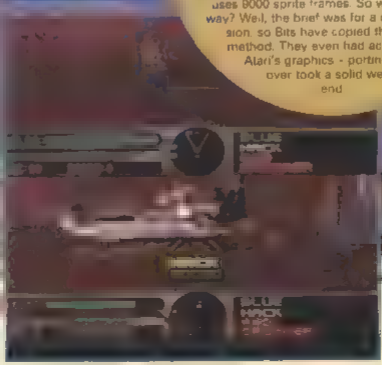
Amidst the carnage of Crickleweed, an enerm orb shines like a jewel.

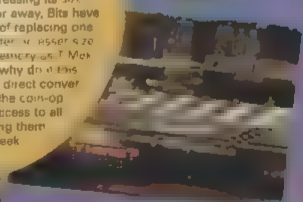
SPECIAL WEAPONS BOOSTED

SPRITE MIGHT

T-Mek bucks the trend of so many coin-ops and 32bit games in general) by using sprite frames for 3-D instead of hardware scaling. Instead of taking a graphic image, say a Speedermek, and enlarging/decreasing its size to get a sense of moving towards or away, Bits have used the conventional method of replacing one sprite image with others of greater or lesser size. This takes up a great deal of memory as T-Mek uses 9000 sprite frames. So why do it this way? Well, the brief was for a direct conversion, so Bits have copied the coin-op method. They even had access to all Atari's graphics - porting them over took a solid week end.

Those Bits guys take no prisoners...





PREMIER

BY DARLUN

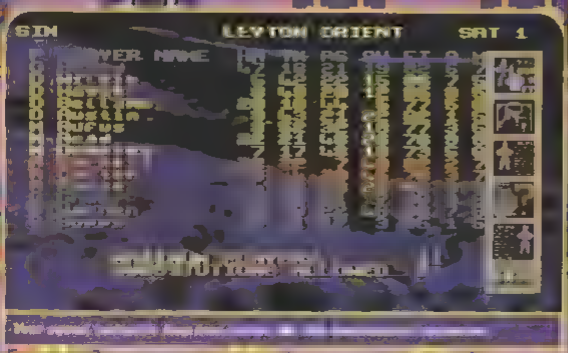
RELEASE OCTOBER

PRICE AROUND £40

1-2 PLAYERS

8 MEG

COMPLETE



MANAGER

BY SEGA

GAME TYPE [illegible]

RELEASE NOW

PRICE IMPORT (£65)

1-2 PLAYERS

8 MEG

COMPLETE

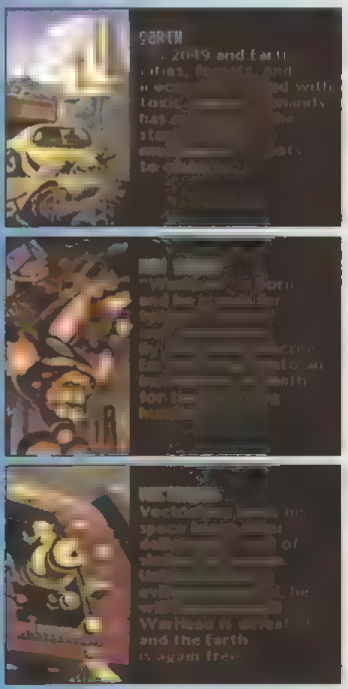
VECTO

Sega seem to be [illegible] towards the ever-expanding gamer market [illegible] with a range of [illegible] platform titles in Batman and Robin, and now VectorMan. The multi-directional platform shooter has Ready Steady Game of ago. VectorMan is billed as one of the company's big Xmas games for Christmas, and Sega are secretly hoping they may have a new personality on their [illegible] VectorMan is the work of [illegible] whose recent work records [illegible] Comanche Delta [illegible] are all be put aside [illegible] and release dependent [illegible] soon licensed [illegible] Gameplay [illegible] he hero is a [illegible] polygons, [illegible] actions [illegible] dose of his load and [illegible] from enemies, [illegible] Before, [illegible] enemies [illegible] and [illegible] around [illegible] there are [illegible] several [illegible] perspectives, [illegible] [illegible] [illegible] platforms [illegible] [illegible] [illegible]

VECTORMAN

THE FUTURE – SUCH COP

There's not much worth sticking around for sadly. The Earth of 2049 contains all the things we've come to expect – rampant pollution, man-made crazed robot tyrants and space sludge.



VECTOR BLASTER

Television is often described as a 'powerful medium' in VectorMan it's exactly that, as the hero can boost himself by destroying the various test-card TVs dotted around the landscape. When they explode they leave a bauble which can have one of many effects. These range from weapon power-ups (scatter guns or lasers), to morphing VectorMan into new shapes, like bombs and drills, each with their own functions. As a drill, VectorMan can remove some of the most resistant parts of levels.

Spanning two continents, the Danish/US complex that is Scavenger is indeed a mysterious thing. The company consists of a dozen or so development teams working on diverse next generation projects. They have just begun releasing details of the 'Amok' and 'Vertigo' projects – as they state, 'we have remained quiet until we felt confident of our ability to deliver such quality'. From what we have seen, their confidence is well placed.

Amok is set on a fictional planet, during a period directly after a protracted 47-year war. The plot places you in the unconventional position of being a baddie. You are a mercenary for a collective known as 'The Bureau'. Despite the recent peace, your faction is desperate to provoke hostility as they have profited heavily from the war.

This is the background to jumping into a large armoured warrior and exploring loads of 3-D levels. True to Scavenger's previous form, what you do is destroy everything that will explode into ashes, and you are provided with a wide range of weaponry to do it. Your 'Stambird' has missiles, mines and other, as yet undefined, sources of weaponry, located as you progress.

Each mission provides a defined challenge – an assassination, a target to bomb, an object to retrieve. Amok spreads its challenges over lots of terrain types, including spectacular underwater levels.

The game is by no means complete, and we'll bring you more from the Danish wunderkinds as they offer it to us. They've yet to settle on a UK publisher yet, but we don't think they'll have too much trouble, do you?

Your kill frenzy is ably assisted by the latest weapons guidance technology.

BSPACE
THE FINAL FRONTIER

Scavenger's Megadrive games were always technically innovative and for Amok they have developed the BSpace algorithm. It's a mathematical programming method that creates a distinctive type of 3D effect allowing Amok's towering mountains and buildings to form smoothly and move large amounts of pixels at high speed. Scavenger have used this algorithm to make most of the game's scenery destructible. There's very little you can't destroy with each level.

There - bit of mindless destruction never hurt no-one

Direct hitsville here we come.

DOUBLE VISION

Amok is going to offer something few Saturn games have yet seen - a dual player option. Scavenger are working on the best screen presentation for two-players to play together. Despite a reduced play window, the algorithm maintains the speed of action, smoothness of update and clarity of sprites. It's unknown whether the split-screen game will feature different missions, or be competitive or cooperative in nature.

PAUL'S TIPS

Paul's gone! Following a daring moonlit escape from Stalag Mean Machines, Paul Bufton crossed the border with forged identification papers and is currently leading a new life as a drag artist in a Mexican bar (answers to Lola Rosso — Gus). We searched far and wide for someone worthy to wear the mantle of tipster to the masses, but in the end settled for Ed Lomas. Ed pulled on his Marigolds and rummaged through Paul's dustbins to dust off the following selection for your perusal. If you think you can do any better then for goodness' sake get in touch with your tips and cheats to:
ACNE TIPS CO , MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU You know it makes sense.

MEGADRIVE

MR NUTZ 2

LEVEL SELECT

...he map sequence and press Up, Up, Down, ...A, Left, Right C, A, B, A Up, Up, Down, Down, Left, ... will give you access to a ... level.

Grown men's groans on Toughman

TOUGHMAN CONTEST

SOUND TEST

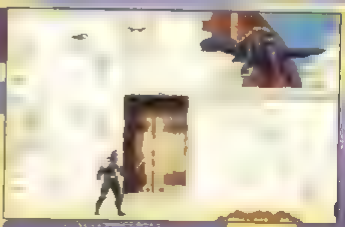
If you enjoy hearing strapping lads groan and grunt, try this sound test cheat. Go to the 'Game Setup' screen and press Down, A, B and C simultaneously. Once you get bored, press Down, A, B and C again to get out.

JUDGE DREDD

LEVEL CODES

Thanks [illegible] ... Lee ... Sheehan for

...K20VT
...yond Earth ... [illegible]
...TRVJ2 ...
Invasion by Gila Munje ...
Riots in Mega City One ...



RISTAR

EXTRA DIFFICULTY AND VIEW CREDITS

If you think you're rock hard, enter the password 'SUPER' to get an extra difficult mode. If, for some reason, you want to see the credits enter the password 'AGES'.

STREET RACER

SECRET TRACK

Paul Joyce from Norwich has also found something groovy. It is a secret track called 'Space 1' and it can be got at like this. Enter the custom cup setup screen and highlight these tracks and press the correct button in the correct order

Highlight	Press
Hodja 1	B
Sumo San 3	B
Hodja 1	A
Sumo San 3	A
Hodja 1	C
Sumo San 3	B
Hodja 1	B
Sumo San 3	A
Hodja 1	A
Sumo San 3	C

Once you have done all of that in order, 'Space 1' will appear

PETE SAMPRAS '96

SECRET ROBOT PLAYER AND SPACE COURT

Try this simple password creation system to play in the final as your favourite character against your favourite enemy. Go to the 'Restore from Password' screen and put in your password as follows

The first letter should be 'F' to get you in the final, the second letter is the letter of who you want to be fighting against and the third letter should be the letter of who you want to be. For example to be fighting against Bruno Maserati as Monsieur Victorie, put in the password 'EAB'. Simple.

A	Bruno Maserati	K	Coolio Loc
B	Monsieur Victorie	L	Jabbar el Habib
C	Hans Fischer	M	Coco Valdez
D	Charlie Ponderosa	N	Jacob Jabowitz
E	Benny Booyah	P	Joe Wildhawk
F	Meurte Martinez	Q	Biff Blublood
G	PJ Rock	R	Nikolai Radinsk
H	TK O'Reilly	S	Diego Garcia
I	Hiro Sokitome	T	Havana Jones
J	Yang Ah Ch		
V	Sydney Dundee		
W	Gavin Greyson		
X	Rigo Suave		
Y	Freddy Bravo		
Z	Chang Fu		

STREET RACER

CUP PASSWORDS

Andrew Reid from Musselburgh and Tim Hart from Haverhill have both sent in passwords for the cups

Super Cup - IXPSVW

[illegible]

Mega Cup - [illegible]

BALLZ

EASY BELTS

To [illegible] a red belt when fighting you [illegible] through this fight [illegible] to the title and press A, Down, B, B, Down, Right. If you [illegible] then [illegible] press A [illegible] A

MEGADRIVE

STORY OF THOR

SECRET GAME

Both W.J. Beekman from the Netherlands and Matthew Parsons from Spalding have written in to explain how to find a 100 level bonus game... From the shadow cast past in the woods West of the castle, head West, North past the stairs, then West past a green fence until you reach a clearing with a tree in it. Walk into the front of this tree and you'll go down some steps to a cave. A group of monsters will appear and when you beat them you will move up one of the 100 levels. Every 10 levels a chest will appear, containing a snack item...

NBA LIVE '95

SECRET GOLF GAME

Did you know that if you choose to start an exhibition match and enter your name as "REFLOG" you can play a secret practice game of PGA Tour Golf? No? Shame.

SKELERTON KREW

LEVEL SKIP

When playing the game, pause and press C, Up, Left, Left, B, A, Right, Down, C, Left, Up, B. To remember the sequence, take the letters and spell CULBARDCUB. When you enter this the screen will flash and you'll be able to skip to the next level by holding A and pressing R. If you want to move to the previous level hold A and press Left.

SKITCHIN'

NUDITY MODE

The strangely named "Bazmaz" of Crewe says that if you start a race and leave your man for seventeen minutes, his clothes fall off. Strange.

TURBO MODE

To play a super-fast two player game, go to the title screen and press A nine times. You will hear a burp to let you know that it has been activated.

BOOGERMAN

EXTRA GAS

If you ever get that feeling of not having the power to fart anymore, pause the game and press Up, Down, Left, Right, C, B, A. You will start the level again but with maximum gas and snot levels.

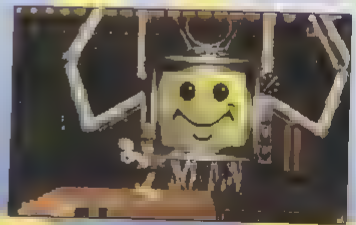
SATURN

CLOCKWORK KNIGHT

LEVEL SELECT

WARP TO FINAL BOSS
If you are sooooo lazy that you can't even be bothered to play through the last level to the final boss, put in the level select cheat and when the first level name is showing, press: Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R. You should jump straight to the last boss.

999 LIVES
To have 999 attempts, go to the title [illegible] when 'Press Start' [illegible] Right [illegible] seven [illegible] start play [illegible] have 999 [illegible]



MEGADRIVE 32X

NFL QUARTER BACK CLUB

SECRET TEAMS

This near Madden-quality football sim features quite a few hidden teams which can be got at by entering these cheats on the game setup screen:

Acclaim and Iguana: B, C, A, C, A, B, C, C, A
Panthers and Jaguars: A, B, C, C, B, A, A, C
AFC and NFC teams: C, C, B, A, C, A, B, B
To get all the teams: A, B, C, B, A, C, B, A

AFTERBURNER

DIAGNOSTIC TEST SCREEN

On the 'SEGA' screen at the start of the game press A, C and Start on controller 2 at the same time. When you get to the title screen press A, B, C and Start on controller 1 and you will get into the diagnostic test of the original arcade game.

METAL HEAD

SECRET COMMANDER

To bring up a lovely level select, go to the title screen and press these buttons when the 'Press Start' message is on-screen: Left, Up, Right, Down, Down, Right, Right, Up, R (the button on the top-right of the joypad). The name of a level will appear in the middle of the screen and by using Up and Down you can change the level on which you want to play.

MEGA CD

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARKSIDE

FINISHING MOVES

Here we have a big list of all of the finishing moves that we know of at the moment. There are bound to be more which we will obviously bring you as soon as we find them.

OVERKILL: ... your opponent is left with so little energy they will be knocked out with one more hit. Move your enemy into exactly the right position and hit them in the correct way to finish them for good. The character name refers to the background, not the actual character.

SUDDEN DEATHS are similar but can be done at any time during the final round when your opponent is on less than 20% health. You must hit them with a move that takes off at least 10% health when they are in exactly the right position.

VENDETTA KILLS are more like MK2 fatalities and can only be done by one character (on any background). When your opponent has less than 30% health and is stunned, move to the proper distance and press the button...

BLADE:
Overkill – Put your opponent right at the very edge of the fan blades' side and hit them into the middle of...
Sudden Death – Put your opponent to the right of the second ceiling pipe from the fan and hit them from the right so that they land under the pipe...

JETTA:
Overkill – Put your opponent in front of the right-hand flap of the right-hand entrance and hit them with a projectile attack (fireball, etc.) from about a step to the left of them.
Sudden Death – Put your opponent at the very far left edge of the screen and hit them from the right...

LARCEN:
Overkill – Put you opponent in front of the brickwork to the right of the wooden doors and hit them with a projectile from the right...
Sudden Death – Put your opponent between the right of the building and the first car and hit them from the right...
Vendetta – Move close to your opponent and press Forward, Forward, Forward, Down, Z...

TRIDENT:
Overkill – Put your opponent in front of the mermaid statue on the right, stand next to them and hit them from the right...
Sudden Death – Put your opponent ... on the left. Hit them from the right...
Vendetta – Stand close to your opponent and press Forward, Forward, Down, Forward, A...

MIDKNIGHT:
Overkill – Put your opponent under the danger sign to the right and hit them from the right-hand side of the screen...

XAVIER:
Overkill – Put your opponent in front of one of the doors in the background and hit them into the stars with a projectile...

DAWSON:
Overkill – Put your opponent to the very far right of the stage and hit them from the left...
Vendetta – Stand two or three steps away from your opponent and press Back, Down, Forward, Back, Z...

T.A.:
Overkill – Put your opponent in the middle of the screen (between the small fires) and hit them with a projectile from the left...
Sudden Death – Put your opponent in the middle of the right-hand spotlight and hit them from the left...
Vendetta – Move close to your opponent and press Forward, Back, Forward, Back, B...

RAMSES III:
Overkill – Put your opponent in front of the small pillar to the right of the big face in the middle and hit them with a projectile from in front of the small pillar on the left...
Sudden Death – Put your opponent just to the right of the torch on the left and hit them from the left...
Vendetta – Stand close to your opponent and press Down, Down, Down, Forward, B...

SHADOW:
Overkill – Put your opponent in front of the left-hand side of the second pillar from the left. Hit them with a projectile from the left of the...
Sudden Death – Put your opponent between the two lasers on the right of the stage and hit them from the right...
Vendetta – Stand close to your opponent and press Down, Down, Back, Down, C...

SLASH:
Overkill – Put your opponent on the very far left of the stage and hit them from the right...
Sudden Death – Put your opponent to the side of the big volcano in the background and hit them so that they land right under...

SLASH:
Overkill – Put your opponent at the very far left of the stage and hit them from the right with a projectile...

RIPTIDE:
Overkill – Put your opponent in front of the main mast of the ship and hit them from the right with a projectile...
Sudden Death – Put your opponent at the very far left of the stage and hit them from the right...

SEGA

IMPORT

IMPORT

PLATFORM

CONTROL: JOYPAD

GAME DIFFICULTY: EASY

CONTROL: WHEEL

SKILL LEVEL: 3

RESPONSIVENESS: GOOD

This is part 2 of the original Saturn platformer, but really it's just 1, stage 2...

STRATEGY

Chelsea is even more in the clutches of bedtime as the other end of the house. Combat the nursery's distraction to rescue her.

CLOCKWORK KNIGHT 2

The knives were once more out for Chelsea. Although everyone was shocked when she was snatched by the demonic TV's minions, some of the toys were secretly pleased that the over made-up, nightingale-voiced, chorus-leading starlet had finally got her comeuppance.

She flaunted [illegible] in front of the rapidly assembled [illegible] teddies [illegible] even once [illegible] remarked that Barbie [illegible] was a complete pain. So let's just say that they [illegible] abducted with [illegible] glee.

But then the Clockwork Knight Pepperouchau [illegible] his subjects [illegible] to rescue [illegible] the toy room [illegible] and attic [illegible] bring her back. Did it work a bloody treat when [illegible] bitter force of evil flew off with [illegible] a blasted clock [illegible]. Pepperouchau prepared to give [illegible] but the royals were [illegible] impressed. To be captured once might be regarded as unfortunate but to do so twice was frankly attention seek[illegible]

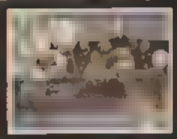
SHE SURE LIKES LE BON

Occasional bonus features are the 'Le Bon' races. Le Bon challenges you to a brief sprint, which is a bit thoughtless considering you are meant to be on a damsel quest. Nevertheless, beat Nim across a variety of short obstacle courses and a reward is yours.

LOCK AND LOAD

Keys are the, er, key to Clockwork Knight. Pepperachou has his own wind-up weapon which blows up foes and opens jewel boxes, which lead him on mysterious detours. But for the sequel, the key's role has been expanded. Now it operates stairways and rotating cogs too.

Pepperachou takes a flying jump.

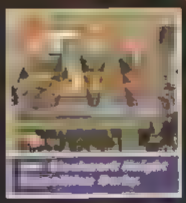


BOG OFF SOLTAIN!

Regrettably, the sequel has the Soltain Roulette subgame reappearing. This wholly boring interlude comes between each room, providing a mind-numbing way to rack up extra lives.

WHIP CRACK AWAY!

Huzzahs all round that this time someone included Pepperachou's excellent toy horse and cart, incorporated in some track-based 'minecart' levels. These are not too hard, but look mental, with enemies adopting Damon Hill-style reckless racing tactics. Not only that, but you have the ability to change paths and race from foreground to background...and back again!



CLOCK WORK KNIGHT 2

BLESS THIS HOUSE

Once again, the action is set in various rooms of the house, with two stages and a boss in each. Good news: the levels are longer, look much more impressive and the bosses really do blow you away. Watch out for unpleasant eye-popping effects.

KID'S ROOM

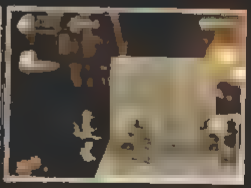
The entry level is pretty big, with some amazing wooden block effects and quite a bit of freedom to explore in a non-linear way. The second stage is a cart sequence, with huge clowns toppling out of the background.

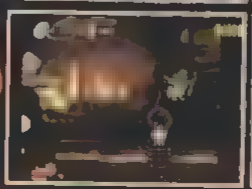
THE BOSS

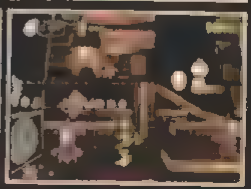
Pepp faces a huge snake of toy blocks which winds around a meccano frame. The highlight is where he turns into a monstrous skipping rope.

STUDY

The background seems stunning, even more so when you realise you can use toy cannons to jump between various planes of platforme. A very easy puzzle is set with the mini-rockets. You can launch them from one plane to strike enemies in the fore or background. Music books fall open in perfect 3-D, with baddies sprouting from their pop-up pages.







COMMENT

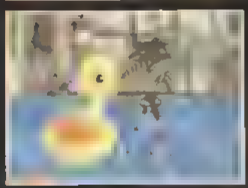
Everything from the Hollywood-style musical intro to the epic play area tells you that the sequel to Clockwork Knight sets a new standard. This is a game with genuine character that draws you into its surreal world where your deadliest weapon is a toy horse and you run scared from killer pencil sharpeners. OK, so it's still a platformer, but it's such an attractively decorated box of tricks that it proves very difficult to resist.

COMMENT

Yes it's bigger, yes it's better, no it's just as easy. There -- everything you want to know about this sequel. Downers first, Clockwork Knight 2 is not significantly more difficult than the first game, and those of you who found Clocky 1 too easy should steer clear. But it's impossible not to like it — it's unfeasible not to laugh at it. The game has great style and dazzles with some of its effects, taking graphics into a whole new level beyond the original. There are also some brilliant gameplay ideas, more complexity than left/right/attack, and bosses that do number 2s over anything else seen before. The levels are larger and less linear. They're just not that much harder. As a platformer for the young this is the ticket, and for indulgent buyers, this proves a technical tour de force. It's make-your-mind-up-time.

BATHROOM

Even the soap and nail brushes get a look in here. The cart sequence is a riot, with joyriding octopi and jumping sharks.

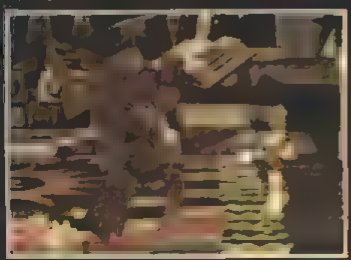


THE BOSS

A huge osseous looms upon a sea of sponges, cackling and lobbing bars of pink Lux. Get a lifebuoy!

THE BOSS

Stupendous. A ghostly page dips itself in three colours of ink and morphs into paper animals, each with their own attack pattern and Johnny Morris animal noises.



GRAPHICS 94

- Much better than Clock 1, with some amazing Saturn effects like the bathroom misting. They pile on the atmosphere.

SOUND 93

- Incredible voice-over on some baddies, and much smoother scrolling effects. The bosses are mighty fine in action.

PLAYABILITY 92

- It's the same rip-roaring gobbins of the first game, but the music is much better on the whole.

LASTABILITY 91

- There are secrets, from hunting bosses to the animal rooms of secret tigers. Used to great comic effect.

ADDICTION 91

- Opportunities to explore, changes of pace and some puzzles.
- It's far too easy to count through.

VALUE 90

- After the first and similar encounter, we have no illusions about the longevity of the game.

OVERALL

Sets many new standards for Saturn platformers, but not in the realm of challenge. Wizards have been warned!

76

BY

RELEASE

PRICE

TBA

GAME TYPE

1-4
PLAYERS

24
MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JUMPAD

GAME DIFFICULTY

CONTINUES

SAVE

SKILL LEVELS
4

PERFORMANCE/RESOLUTION

PARITY SWAP

ORIGIN

Swords, sorcery and stuff-something in the dark ages sort-of-one.

GAME AIM

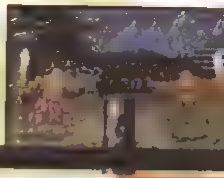
Armed with your non-limited weaponry and special moves, fight your way to the top of the ephemeral tree.

BEAT THIS

...the easiest setting

Life's a bitch. There you are, DemonLord Raith, minding your own business presiding over your evil empire of chaos, when along comes this bloke who throws a spanner in the works. A blind prophet ambles up to you and warns, "a child shall be born under the Warrior's Moon...it will rise to face the demon in combat...and the Lord of Demons will fall by the hand of the Weaponlord. ." Someone sits you down and explains very slowly, in words of no more than one syllable, that this means you're about to come a serious cropper. Still, you figure, there's no way someone in nappies is going to kick your butt. So you sit on your arse for 25 years and wait for this kid to roll up. But how are you going to know your destiny-bringer apart from all other goons who reckon they can sort you out in the car park after closing time? Your plan is simple. You organise a contest to see who's hardest. The six winners promptly kick each other's heads in, itching for the chance to steal your crown from you.

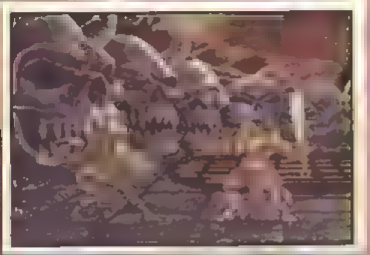
Bit of a crap plan really, but there you have it. The scene is set for the mediaeval ruck to end all mediaeval rucks..



WeaponL

THE DEATH ZONE

Your kingdom at your feet. Not much, and certainly not what you'd [illegible] just it's all you've got and you're not about to let some [illegible]



THE WARRIORS

KORR – BARBARIAN MASTER WA[illegible]

Armed with an improbably named mean warrior Korr has a number of special moves which include the double flame strike, the power kick, the firestorm, the gut-slash and the terok strike.

[illegible] – THE LONE WOLF

This bloke is, literally, an animal. Habits include tearing people apart limb from limb. Special moves include the skull crusher, the berserker, the hammer blast the power hammer and the cursed kick.

[illegible] – [illegible] OF DEATH

A warrior/sorceress who's a bit [illegible] stuff. She has special moves such as the ground blast, the soul drill, the power flip, the psycho blades and the death whirl. Keep your eye on this one!

[illegible]

[illegible] politically incorrect Zen [illegible] around an ivory axe and can dust off special moves like the scream shield, the ancient axe, the hell grinder, hell fire and the axe trip to topple his quarry. Second only in reputation

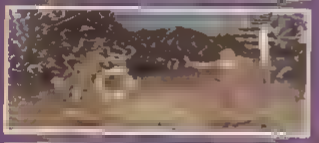
[illegible] – THE [illegible]

The last opponent you face before you meet the guv'nor himself. Special moves include the shield smash, the reverse kick, the death blade, the leg breaker and the black blade strike.

IT'S WAR!

From the Outlands to the Cursed Peaks and the Demon Zones, these are the scenes of conflict. Conditions vary from lush jungle to frozen wastes and arid desert. Landscape gardening is the work of the Demon Lord's foes.

THE 7 FIGHTING ARENAS



COMMENT

COMMENT

GRAPHICS 87

ANIMATION 84

MUSIC 85

EFFECTS 81

PLAYABILITY 86

LASTABILITY 82

OVERALL

84

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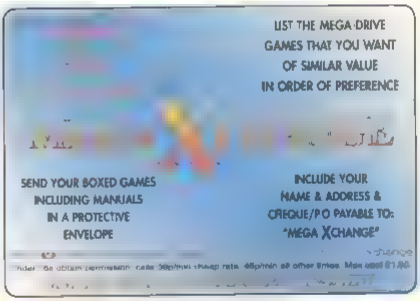
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PLATFORM

1 PLAYER

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: WARES
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT

Bug was developed by the Sega Away Team, Sega's dynamite US development, as a true 32bit platformer.

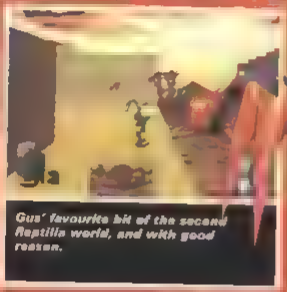
Explore the 6 tortured worlds of Cadaver's domain.

See how far back you are, ceo

MEGA
GAME

TOUT SHUT DOUBLE

FLY, FLY YOU FOOLS



Gus' favourite bit of the second Reptilia world, and with good reason.

ENTERTAINMENT

Now, this is a bit more like it. Remember when games were allowed to be fun? This little treat is so instantly disarming, so deceptively complex and so incredibly playable that it's impossible to put down. If Daytona and Virtua Fighter weren't enough reason to invest in a Saturn, then the game you've been waiting for has arrived.

GUS

We knew Bug! was going to be good, but not this good. This is one of those fantastic games when everything is just right. Graphics are pretty amazing, both in character and movement; the sound is brilliant, with a stream of Bug's comments accompanying your play. But it's the gameplay which will take you longest to appreciate. Although Bug is instantly accessible and addictive, you might be fooled into thinking it's simplistic and unoriginal. Nothing is further from the truth. This is an extremely devious game, with just about every section meticulously planned. There are multiple paths through each stage, allowing you take different routes, and the more time you spend, the more secrets are revealed. The bonus rounds are excellent too. The whole affair is damned, damned hard, and should give even the best players several weeks of trouble. Yes it's a platformer, but the next gen machines need platformers like any other game, and this is the best on any 32-bit system, without hesitation.

GRAPHICS 93

- Brilliant rendered sprites, immaculately drawn and functional but pleasing background layouts.

ANIMATION 92

- Excellent use of 3-D animation, for sprites and the whole movement of the layout in scrolling.

SOUND 88

- Frenetic, jaunty, well arranged thumper.
- Not to everyone's taste.

LASTABILITY 91

- Superb — crushingly hard crashes for each impact and tons and tons of climate-worthy complex.

PLAYABILITY 94

- Absolute and total accessibility, with one of the best learning curves of any game. Lots of freedom to make choices.

VALUE 92

- Loads of levels, loads of secrets, vast playing area, and a continue system which is not overgenerous.

OVERALL

If you've ever liked playing platformers you must have this for your Saturn. An absolutely essential buy for those into gameplay.

94

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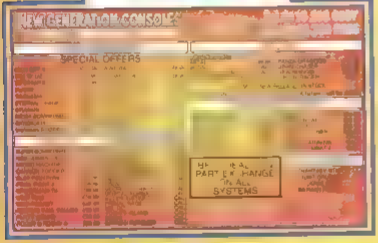

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BATMAN

BY

RELEASE

PRICE
TBA

GAME TYPE BEAT 'EM UP

1-2
PLAYERS

24
MEG

BREAK DOWN

OPTIONS
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
NONE
SKILL LEVELS
3
RESPONSIVENESS
GOOD

ORIGINALITY

CHALLENGE

ORIGIN
Based directly on the current blockbuster movie and inspired by the DC Comics adventure.

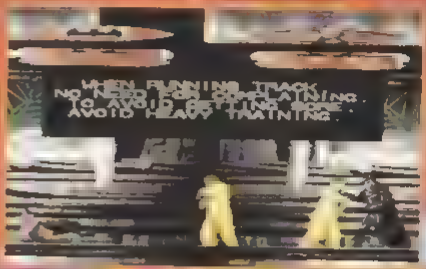
ACTION

STRATEGY

GAME AIM
Taking your way through 24 sub-levels using your wits, working puzzles and bashing out things.

SUBLEXES

BEAT THIS

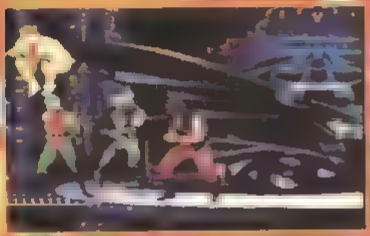


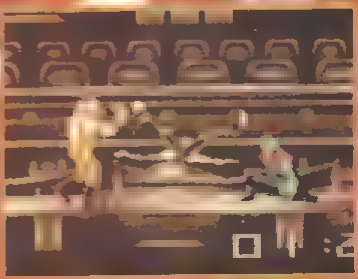
A

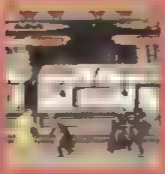
Riddles allow intelligent people to play better!

Kicking bad-guy butt in deepest Gotham

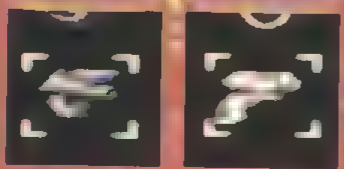
FOREVER

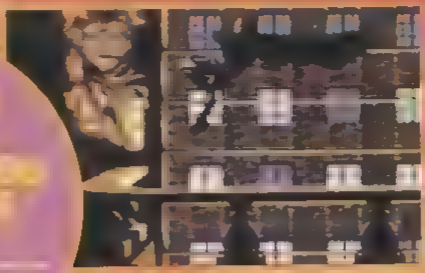




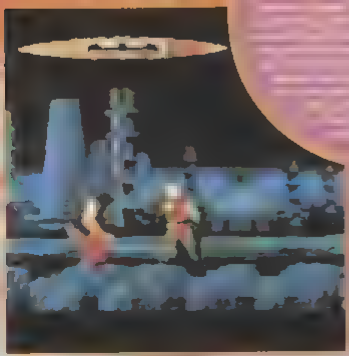


SHOWMANSHIP — THAT'S THE DIFFERENCE'





'WAS THAT A LITTLE OVER THE TOP? I NEVER CAN TELL'



GRAPHICS 81

A lot of thought and variety.

Dark and grainy in places, especially early on.

ANIMATION 87

Smooth and fast, and the variation is vast.

MUSIC 78

Quite a weird one, as the game itself does – it comes close to the fantastic film soundtrack.

EFFECTS 76

The best 'am up effects are okay.

The vocal samples are of very poor quality.

PLAYABILITY 90

The same cover [illegible], with other [illegible] beyond just fighting.

A little slow in sections.

LASTABILITY 89

[illegible] game is [illegible] and the [illegible] ensures the [illegible] exciting life.

OVERALL

[illegible] as Kim Basinger [illegible] to attempt something this [illegible]. The end result, [illegible] Forever is a considerable [illegible]

90

COMIX

BY

RELEASE

PRICE

TBA

GAME TYPE

BEAT 'EM UP

1

PLAYERS

24

MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JUMPAD

GAME DIFFICULTY

CONTINUES

SOUND LEVELS

ORIGIN

A unique hybrid of platformer, beat 'em up and strategy genre, with the emphasis firmly on the more violent element.

GAME AIM

Basically, interpreting, a panicked discovery and other bones, escape from your surreal comic book prison.

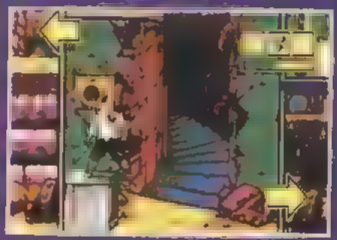
BEAT THIS

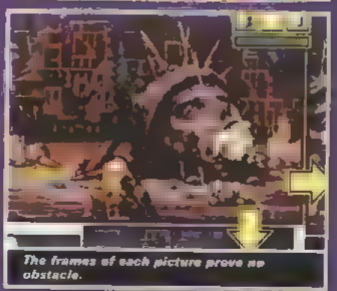
Longtime fans of Sweden's (Norway actch — Ed.) premier popsters A-ha will remember the cringe-inducing video for Take On Me. You know, the one where the fresh-faced young lads get mysteriously transported into the pages of a giant comic book and promptly fall in love, look dreamy, have hit singles etc. Comix Zone is a bit like that, except our hero is dragged onto the printed page only to have seven bells of crap knocked out of him.

One stormy night in New York, an artist creates a character so powerful that it leaps from the page, reversing roles with its creator. For the artist, Sketch, to regain his place in the real world, he must take on the threats in an ultra violent comic strip. Everything from deadly ninjas to slobbering alien life forms pit their might against our hero, who needs his wits about him to gain entry to rooms, amass useful objects and simply stay alive. The reward of success is returning to reality. Failure brings condemnation to a comic book with some of the worst dialogue you've ever heard.

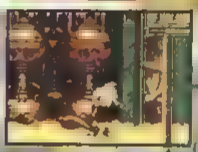
TAKE YOUR PICK

A couple of the junction points which occasionally appear when you've trounced the baddies. Whatever direction you choose, you soon arrive back on a fixed path.



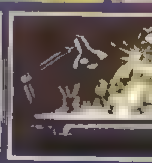


The frames of each picture prove no obstacle.



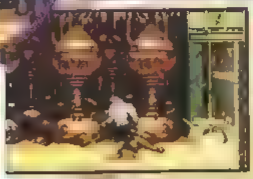
BACK TO THE DRAWING BOARD

As if having to work late at night wasn't bad enough, our long-suffering artist finds himself on the wrong side of a decidedly uncivilised labour relations squabble. This impressive intro sequence, showing how the artist and his comic book villain swap places, sets the scene for the mayhem to come.



ALIEN NATION

A selection of the unpleasant extra-terrestrials you'll encounter in your travels. Whether they've dribbling through the ceiling, cracking through the walls or generally looming at you menacingly they're enough to put you off your dinner.



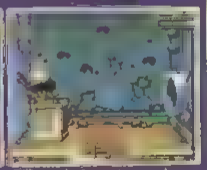
FANJOW

To avoid a shredding in the whirling blades of these ...t air conditioners, bombs or the ever-present crates prove useful in clearing the way

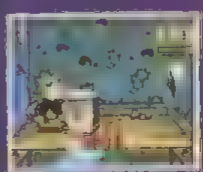
BOX FRENZY

Puzzles often involve using objects to hand in clever ways. In order to get what you want, remember that even the most ordinary seeming objects can have dual purposes.

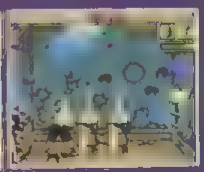
Your commanding officer's intuition isn't always to be trusted.



This particular crate can give you some much needed extra height when pushed into position.



When you've pulled the lever that opens the trap door, push the crate through the shute through the floor...



...land on to the radioactive barrels which lie in wait underneath, thus avoiding a nasty ending. Hurrah!

STRIP!

The many comic characters up in comic book land include dull conversationalists...

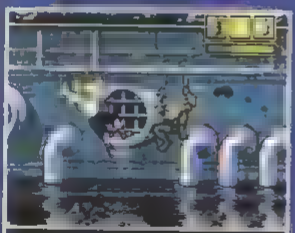
...bloody drama opportunists to take the piss of every you've just slaughtered...

...and embarrassing nonces.

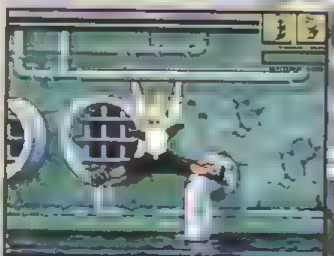
Successful level completion brings a charitable moment of ego massage from your all-seeing manipulator.

SEWER STYLE

The turtles have obviously stayed off, leaving their gear for [illegible] from your...



Hanging out with the teenage mutant ninja tortoises.



Cripes, there goes me gusset.

COMMENT

Our preview promised something stunning in Comix Zone. What we got was a great twist on a sturdy theme. Being able to leap from frame to frame and choosing where you'd like to jump makes a refreshing change from more linear games of this type. The strategy elements also add an extra dimension, even if it can get a bit tedious going through the motions of manoeuvring crates and flicking switches on repeated plays. The cheeky comic book speech bubbles are another element with a shelf life shorter than the action, and they can become plain annoying when they obscure an important piece of action. Add some greebly aliens and 'Pow!' exclamations into the mix, however, and the pros are well and truly tipped against the cons. This is a game that deserves to win over the most jaded beat 'em up practitioners. All of which leaves you wondering how many genuine superhero licenses would have been livened up by such an original treatment...

COMMENT

In some ways, Comix Zone is completely original, in others much of the same old malarkey we've seen in beat 'em ups since the Ice Age. But it's impossible not to like this most quirky of recent Megadrive titles. From the crooning on the title page, to the cheesy cartoon dialogue, this game has class. Okay, Marcus comes from the heady world of comics and can see some of its shortcomings, but basically I love the new slant on the beat 'em up it offers. The game's not bad either, with plenty of foes, and a range of moves augmented by interacting with the scenery - swinging kicks whilst hanging from pipes etc. If you want the most 'different' thing on console this year, Comix Zone is it.

TIME BOMB

Well-timed lever pulls align the dials, leading into the next room.

GRAPHICS	88
ANIMATION	86
MUSIC	82
EFFECTS	86
PLAYABILITY	91
LASTABILITY	90
OVERALL	89

America's favourite morons are now let loose all over Europe!

MTV's MUSIC TELEVISION

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VIACOM newmedia™

MTV's Beavis and Butt-head and the MEGADRIVE GAMEGEAR™

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BY [redacted]

RELEASE [redacted] PRICE TBA

GAME TYPE BEAT 'EM UP

1-2 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

RESTRICTED

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES UNLIMITED

SKILL LEVELS 3

SUBSERVIENCE PRIORITY BANANA MAN

ORIGIN

Conversion of the popular Atari-looking coin-op.

GAME AIM

Destroy and humiliate a number of reincarnated extinct prehistoric creatures.

BEAT THIS

[redacted] WALKWAY

Primal Rage is another of those games which perpetuates the ridiculous myth that dinosaurs were a fire-breathing race of violent mutants with special powers who had nothing better to do than smite each other in convoluted battles over scraps of territory, with the eventual goal of ruling the world alone. Of course, this is absolute rubbish. What do these programmers take us for? I mean, we've all seen The Flintstones.

We all know that dinosaurs were in fact a peace-loving species bred and domesticated by pre-Christian humans. Different dinos were available for opening cans, hoovering the carpet and cleaning the lint out of your belly button. Some of them were even kept as pets, and these were the lizards which eventually evolved into modern cats and dogs just as the others evolved into can openers, vacuum cleaners and Victor Kaim, inventor of the Remington Fuzz-Away. Gah, games designers must think we'd believe anything

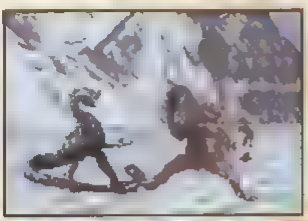
Cop that, you filthy bounder!

The rarely seen Rimbosaurus celebrates victory in the only way he knows.

TRUMPS AND WEE-W[illegible]

You mig[ht] Mort[al] [K]ombat, with [its] Death M[oves] Killer [in]stinct with [its] [s]ignally pe[rf]ect, [ba]shing [mo]ves, have [the] when it co[me]s [to] outwitting [an] opposing [op]ponent's [br]eading type[s]. But [Pri]mal [R]age even though it [fe]atures rather uncan[ny] Harryhausen [an]d Claymation dinosaurs, [is] by [no] [m]eans [up] to the pos[t]. That's [bec]ause it features a nu[m]ber of moves which [ar]e [v]ery [s]hee – [b]odily [h]orrifying. The most com[m]on [c]ause these [c]haracters [h]ave to be the ape-like [c]reatures with [t]he [f]lying [f]ists. Slam. Power Puke [a]nd hideous [s]mart of [s]ome [k]ind of [m]anoeuvre. Although [t]he [s]pace-out bit [o]f it is definitely taken by the [f]inishing moves, which see [y]ou super smashing [t]he unfortunate [o]pponent. Tip - Don't [b]other [t]o learn [h]ow [a]bout [t]hese [a]s [t]hey won't [h]elp [y]ou [b]uy [t]he [b]ig [o]ne.

The kills are alive with the sound of slaughter. The snowy wastes reverberate to furious farts, powerful pukes and, or, golden showers.



SWALLOW THE LEADER

Humans eh? Give [illegible] chance and they'll start [illegible] like extras from One Million Years B.C. If acting is the [illegible] word to use when describing One Million Years BC. But anyway, the point is the reach of the dinos [illegible] in Primal Rage [illegible] you're blokes!

[illegible] you're good and clever enough to stun your opponent, [illegible] more of their energy into your [illegible] True, I am an expert [illegible] when it comes to being down and dirty little brawlers, which in turn boosts your energy. What [illegible] sapiens

MY BRAIN HURTS

[illegible] we're not sexist [illegible] we like [illegible] dinosaurs [illegible] a big, ugly thing with a great tail [illegible] been like one of them [illegible] at school [illegible] brain do indeed [illegible] large. If your [illegible] flattering [illegible] you're [illegible] program [illegible] Rage [illegible] happen [illegible] energy bar [illegible] not [illegible]

Raquel Welch looks on helplessly as Carole Landis pukes all over Victor Mature. More One Million Years BC movie trivia next month, film buffs.

Doyouthinkhesaurus? Not in time, evidently. Sorting out the aggressive carnivores from the timid herbivores. Lightweights.

EAT, BURP, EAT

GRAPHICS 90

ANIMATION 91

MUSIC 91

EFFECTS 90

PLAYABILITY 90

LASTABILITY 89

OVERALL

90

PRIMAL RAGE

PRIMAL RAGE - SHAKE A MONSTER COIN-OP!

WIN AN ARCADE PRIMAL RAGE CABINET WITH DIXONS, TIME WARNER INTERACTIVE AND MEAN MACHINES

When was the last time someone handed you £3000? Mean[illegible] fancy? So when [illegible] someone [illegible] worth [illegible] and Rages [illegible] card competition for grabs is the fully grown, arcade cabinet of Primal Rage the one and only dinosaur beat 'em up [illegible]. If you'd you like to cast your eyes back to the previous page, you'll [illegible] our review of this game, as converted by TWI for the Megadrive. And very enticing reading it makes too, with the game scoring a no-so-little 90%+ on the 'gamesometer', if you will.

And if that doesn't tempt you to arcade your games emporium for a copy what we're about to tell you will. Because if you buy this game (Primal Rage we're talking about) at Dixons, the rather well known and good for games electrical High Street retailer, you will be handed a scratchcard. Kinda National Lottery don't you think?

On this is a unique (that means no one has it) number which could be your key to the coin-op prize. Just buy the next issue of Mean Machines, or the October issue of NMS, CbVG or PC Review, and see if your unique number matches that printed there. If it does, you could be a winner! Full claim details will be printed in these [illegible] what was a oh-so-generous-to-our-readers announcement. Now get scratching.

This is a Primal Rage coin-op. It has the following attractive features: *Dinosaurs. *Edible humans. *Takes your mates 20p pieces thus making you rich. *Is very loud. *Plays a mean game of Primal Rage.

ENGINEER

NOW

IMPORT

SPORTS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES

SKILL LEVELS

RESPONSIVENESS POOR

Quite possibly the first volleyball simulation attempted anywhere in the known universe.

Through a combination of love, devotion and high-level attack, attempt to out-manoeuvre your opponent.

82 MM SEGA

VIRTUAL VOLLEYBALL

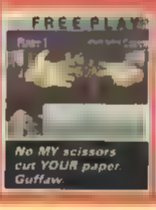
Volleyball. I ask you. What is it all about? For the uninitiated, this bizarre practice involves two teams of six people knocking a ball backwards and forwards to each other with their wrists. I kid you not. It is perhaps beyond the logical point of [illegible] mystery that [illegible] such little credibility. Team sports, volleyball is something only [illegible] fashioned minds enjoy. Firms. The upward, energetic nature of the sport and [illegible] perfectly to leering shots of nubile young ladies bouncing breasts as they [illegible] high flying balls.

For the rest of us, volleyball is a constant of the Sky Sports channel. The [illegible] championships broadcast from California in the early hours [illegible] nothing but suitably [illegible] sportswomen. Needless to say, all those [illegible] after the pubs shut are true connoisseurs of this most [illegible] sport. The [illegible] people's pugs don't enter into things at all.

All of which does us not so neatly to Virtual Volleyball [illegible] chance to harness the complete exuberance from the comfort of your favourite armchair. Except it's not [illegible]. All [illegible] other [illegible]. All [illegible]

A CUT ABOVE

My scissors cut your paper. Tee hee



No MY scissors cut YOUR paper. Guffaw.

Look, do you actually fancy playing volleyball at all?

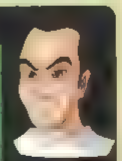
TEAM TALK

RTUAL LEYBALL

COMMENT

MARCUS

COMMENT



GUS

BAA-AAH!

The Fuhrer arrives to view the Battenburg vs Magdeburg ladies final.

- ▼It's stubbornly slow again. Looks dated already.
- ▲Smooth enough to keep the game flowing without a hitch.
- ▼Set patterns of player movements soon become noticeable.
- ▲Jaunty enough to keep you amused when the game doesn't.
- ▲The ref's whistle is good fun, and the players' grimaces appeal against the court realistically.
- ▼Frustration gives way to predictability, then fatigue.
- ▼Volleyball balls won't get bored if they can master the curious technique.

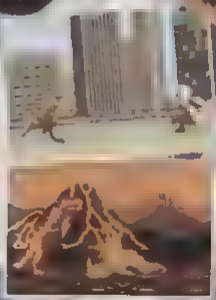
The Saturn deserves better. For volleyball freaks only.

61

PRIMAL RAGE

If you think it's not safe to walk the streets now, you should try the Earth of the future. A gigantic meteor has basically pranged the planet beyond all recognition, wiping out most life and awaking seven dinosaur-like gods. The remaining humans worship these Godzilla wannabes, who spend most of their time kicking each other's butts for supremacy of the planet they call 'Urth'. OK, that's the story. What we've actually got is the Jurassic slugfest coin-op stripped down for the humble game gear. Choose your deadly dino (and they range from a firebreathing allosaur to a hopping mad monkey with a deadly 'power puke') and stomp all over the world's new continents with scant regard for personal safety.

The numerous unpleasantries you'll encounter in your mission to teach these foul-breathed rapscallions some manners include 'the blow torch', 'the jugular bite', 'the brain basher' and 'the flying butt-slam'. And that doesn't even begin to address the dangers of 'fornication'...



THE MUNCH BUNCH

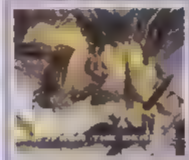
ARMADON
A brown Tristagasaurtops with a horny snout. He's hopping mad

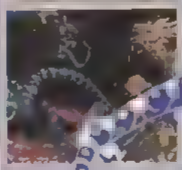
BLIZZARD
This guy's got halitosis from hell

COMMENT

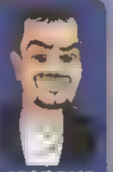
GUS

TOMORROW'S WORLD





COMMENT



MARCUS

SAURON
The T Rex practises his 'primal scream' on you. 70s retro mish-mash night mare

TALON
A Dienonychus with an unhealthy jugular fixation.

CHAOS
Dino juggling, Chaos style. He's practising with two next week.

DIABLO
'The blow torch' - in your face

GRAPHICS 75
▲ Effectively combines the backgrounds to keep the dinosaurs looking lifelike.

ANIMATION 78
▲ Pretty good. Digitised from latex glove puppets, apparently.

SOUND 75
▲ The game uses impressive, realistic noises again.

LASTABILITY 70
▲ Tall mountains and flying bosses sound OK.
▼ Hitting towers won't last a normal human being ages.

PLAYABILITY 80
▲ Lots of satisfying beatings, and the novel scenario, add to the appeal of the grey gameplay.

ORIGINALITY 71
▲ The differing characters of the dinosaurs keep things interesting for a while.
▼ The novelty wears off.

OVERALL

An old dog's been taught some new tricks. Fun while it lasts.

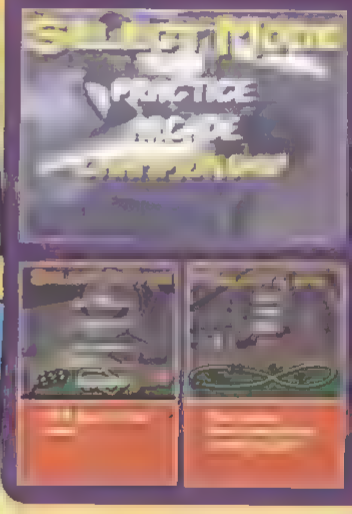
80

F1

A number of afflictions plague the hardened gamer. Over-developed thumbs, poor eyesight and manic behaviour are all prevalent amongst members of the gaming community. Of all such conditions, however, perhaps the most embarrassing is the nervous lean.

At times of heightened tension, the gamer will attempt to physically bond with his/her computer-generated spaceship/racing car/buggy by actually leaning backwards/forwards/left/right when it comes to performing particularly demanding manoeuvres in the vain hope hope of influencing the action on the screen. The condition is rife, and racing games are some of the most dangerous catalysts.

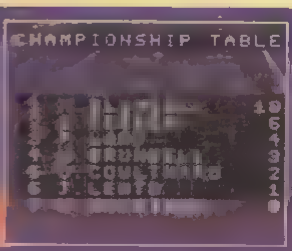
Now, while conducting your racing game in the privacy of your own home you've got nothing to worry about. But should you find yourself afflicted on a portable gaming system in a public place then you've got a problem. F1 World Championship Edition on the Game Gear spells big trouble for the world's commuters...



TOP GEAR

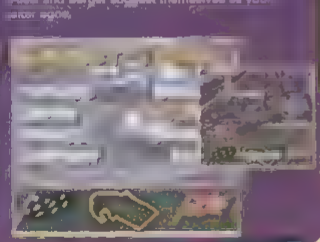
While being the official F1 championship Edition of F1 you get the chance to compete within an world championship. As you race around the world's grand prix circuits, you can check on your league position and keep tally on how many points are being you from the coveted pole position and the title of world champion.

*** CLAIRE – there is a grass called LEAGUE can you put it somewhere near here? ***



TRACK RECORDS

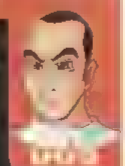
One of the strengths of this version of F1 is the great degree of freedom and choice you can exercise over your game. A lengthy selection process is worth enduring, as it gives you the chance to choose the number of laps you'd like to race, the track you'd like to race on and the driver you'd like to race as. Familiar names such as Pel, Schumacher, Prost and Berger suggest themselves as your person again.



COMMENT

This reminded me a lot of the earliest home computer versions of Pole Position that Atari put out in the early Eighties. While quite playable on a basic level, the shortcomings of attempting something with the depth of a racing simulation (as opposed to a straight game) on modest systems became apparent all too soon. Sadly, the same applies here. Sure, you can select tracks like Silverstone and Monaco to race on, but aside from the basic track construction, very little else varies about each screen. Scattered palm trees and rearranged skylines don't make up for the fact that you can accurately predict when the likes of bridges and lamposts will show up on different tracks after only a few games. And the novelty of blocking similarly predictable opponents to maintain your lead soon wears thin. The Game Gear's limited resources would have been better spent on something with more imagination and less compromise.

COMMENT



Basic is the word that springs to mind. You can't really blame the Game Gear for that, but some games like Sonic Drift 2 have got around the technical shortcomings by incorporating a little fun into the proceedings. By trying to be too close to the original, Domark seem to have neglected that quality. The tinny screen can't really convey a sense of speed, and although the movement is reasonably smooth. This isn't the way for Game Gear games to be going, trying wisely to recreate the glories of games they are inscribed for. Take the recent example of Jungle Strike and the promising Return of the Jedi as guides for the most rewarding use of time and money for the machine. F1 isn't badly programmed, just disappointing.

True Lies

Tru

What is the point of a movie like True Lies. Mainly to teach you right from wrong in the good old fashioned American way. You see baddies, from the Middle East and other such places, like to slap women about the face. Arnie teaches them that you should slap men instead. And the baddies want to possess nuclear weapons, which is also wrong, since only Americans should have them.
This Game Gear conversion is morality in miniscule, with Arnie doling out punishment with a variety of weapons, and avoiding the shots of those with whom he shares a difference of opinion. Just the kind of back-of-the-mag affair known as an on-deadline review spread.

After knocking about with this for a while, I decided to go back and have a look at the Mega Drive version. Yep, same game, same bits and not that much difference in the graphics, save a touch of detail. It's just that the previous game went and was much fun, and was pretty generously

reviewed at the time. A tad, explosive movie is reduced to a faceless shoot round arbitrarily created maze levels, with the most basic of key-finding requirements passing for a 'puzzle element'. The basic shooting is not even that much fun as, as Dan says, the slow character movement makes much closer than necessary difficult to avoid. It also slows the game down to a crawl, apart from the faster sections like the ski-slope. Why bother when quality alternatives are on offer?

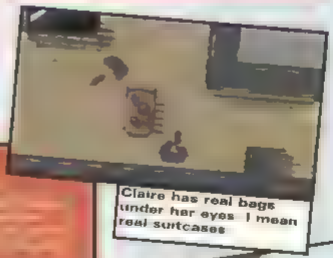
It's 2am, it's deadline day and this page looks fab.

PICK YOUR PACE

...ie Lies

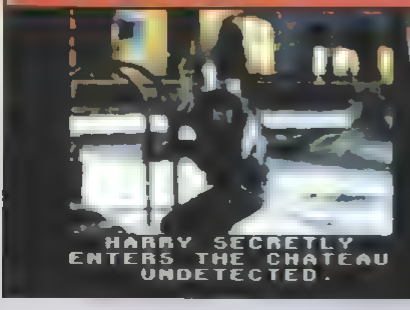
THE INNOCENTS

The movie didn't change the face of cinema and the game sure aint going to alter the path of Game Gear gaming. Boots have produced a worthable conversion of their cute rather limited Megadrive effort, which uses the same locations, but none of the plot elements of the film. It's the sort of sort to hang in for five minutes now and then, but since the Game Gear has thrown up some real classics lately (with more to come), why bother?



Claire has real bags under her eyes. I mean real suitcases

CHUCK ROCK JUNIOR



I'd like to apply for the Staff Writer terrorist's job, please

GRAPHICS 54

▲ Cringe-filled & bacon inside.
▼ Cringly looking detail.

SOUND 59

▼ Little something on the very sweet spoken.

LASTABILITY 62

▼ Of little consequence.

PLAYABILITY 61

▼ Of [illegible] suspense.

VFM 61

▲ Simple game design and extreme action.
▼ Not inspiring to play.

OVERALL 56

▼ Action sets in very slow.

OVERALL

A [illegible] of rousing (but silly) movie.

59

OUT NO

Welcome one and welcome all, to the little remind-you bit of the magazine that reprises games we have previously reviewed as Saturn imports, that have now come out or are planned for the UK Saturn. Why do we do this? Well, partly because you're so piggin' forgetful, and partly because Sega are making changes to some of their UK releases to 'adapt them to the market'. Let's see how they've done with this month's selection

THING OF THE MONTH — RAM PACK

A cartridge with no game may be the last thing on your shopping list now you've entered the CD age, but we're just beginning to appreciate the benefits of the Saturn RAM pack. At around £30, it has many times more space than the Saturn's internal RAM and the advantage of being portable. Now you can take positions of Myst, saved games of Bug! and Daytona times to a mate's Saturn. So yes, we do use it, yes it is wholemeal, and yes I do enjoy writing this section.

CLOCKWORK KNIGHT

£44.99 1 PLAYER

We could have done with this being in last month, since it came out around the time of the machine. It has been the least successful of the initial batch of games on Gallup's chart figures, which shows what a canny lot you all are. Because, basically, it's not very good.

Clockwork Knight is a platform game of the classic type, with a left/right attack format and very little variety. You control a character called Pepperouchau, a cute little toy figure who carries a head-key. We'll leave what toy-makers Cybernet the Ruthless Ancestor of the dark ages has been and [illegible] for now, as it's not her fascinating

[illegible] Aladdin [illegible] apart from overs[illegible] journey by [illegible] The [illegible] Clockwork Knight levels are generally short and bosses easy to beat.

It's a great pity when you consider the impressive graphics and sound. The programmers have been eager to show off some fancy Saturn FX, and although the action is basically 2-D, depth is frequently used to good effect.

Changes are limited to a reduction in the coins that offer continues, which were ludicrously over-available on the Jap version, but sadly Sega have left in the intensely irritating Solta n Roulette game.

It was generally thought that Clockwork Knight was only the first half of a game, and that the recent Clockwork Knight 2 was the concluding half. That would make sense. We suggest waiting, either for better platformers, or a joint pack with both halves together. In light of this, we've seriously downgraded our opinion of CK.

OVERALL 60

A limited, kiddy platformer that doesn't even look so good now.

PANZER DRAGOON

[illegible] 1 PLAYER

[illegible] shocked and excited us this spring just when the Saturn needed a lift and it probably gave the machine a boost in Japan which has nosed it ahead of its Playstation rival. But what after some months of play do we make of this dragonflight of fancy?

By the [illegible] account this is the most expensive console game Sega have ever put together. It really shows with the fantastic quality of atmosphere innovation and attention to detail. The background concerns a young adventurer who is saved by the intervention of a brave dragon warrior. When the world is [illegible] again the evil core shaped empire, the fighter takes his new found old mount and flies through seven levels of crazy 3D annihilation in the pursuit of vengeance.

Those of you familiar with Space Harrier or any 3D blaster will recognise the game style. Only Panzer Dragoon is more sophisticated. The levels unfold in a fairly fixed manner. But there's [illegible] to move and avoid the

and [illegible] points [illegible] as well as [illegible] This is put to good use in some levels which require very [illegible] the back of your head [illegible] literally.

The [illegible] graphics are, for the most part, tremendous although some of the bosses are a bit of a let down. Combined with the slightly offbeat musical score and thunderous effects, it's seems closer to Star Wars than Sonic. The main cause of the game's declining rating is the ease with which average to good gamesplayers can conquer the meagre seven levels really just as they are getting into the game. It's still an A class title though and Sega have handled the NTSC to PAL conversion with no noticeable glitches.

OVERALL 85

[illegible] and too easy.

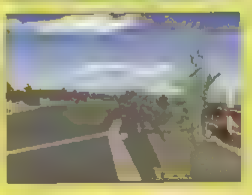
PEBBLE BEACH GOLF

[illegible] 1-4 PLAYERS

One for the dads this as Sega attempt to entice those with the wallets into the electrical stores. This appeared on import in April and the PAL conversion offers the advantage of English text and speech. It's also the kind of game that will be affected very little by the 60 to 50Hz switchdown.

Put together by T&E Soft who have done [illegible] games on various formats, Pebble Beach doesn't adopt a photo realistic approach to the course. Everything is in bright colours with large chunky, scenic sprites. The reason for this is the flexible 3-D engine that offers you the freedom to view holes from various angles and even on the ball in flight with the Lakitu cam.

In contrast the player characters and the caddies are conventional versions of digitised real types. And the crowd, out of sight but audible do their best to sound authentic. Generally sound and graphics are to a high standard for a golf game. The major weakness is the single course on offer and this has reduced the longevity of the game with the office. Despite no shortage of front-end gobbins we have after four years somewhere other than Pebble Beach to swing our sticks.



OVERALL 82

Golf done nicely, but let down by the lack of alternative holes.

MEAN YOB

Bolt up and pay attention you scum. Just because a new management's moved in doesn't mean anything's going to get easier round here. Welcome to the home truths department of Mean Machines – Sega Power readers and Master System owners need not apply. Remember the rules and we'll all get along just fine. Amateurish artwork, hate mail and bribes to: AND YOU THOUGHT STEVE WROTE THIS. MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BROWN STUFF

Dear Yob
I'm writing to you about a letter you printed last month (issue 33) from a rancid mutating shrivelled up camel's urethra called Paul Keats He read you 'top mag' for two years (oops, I've found some brown stuff on my nose) and then has the cheek to say gamesplayers are retards He says we waste money on foolish carts We , I don't because I'm on the dole so I borrow them
Greg Brown, Hull
YOB I'm sure Paul won't mind you helping yourself to his cartridges now he's lost interest. I'll get it sorted Oh, and its spelled u r e t h r a Just so you know.

KLINGON

Dear Yob
I wonder why Paul Keats is so wound up? Perhaps he woke up late one morning and missed a few train numbers Maybe his favourite anorak got nipped in the wash Or could it be the fact that he's sadder than a Pee Wee Herman convention? The most obvious reason is because he's a sad wanging knob I mean, his whole letter was a subtle hint telling us that he has a girlfriend SO? Pee Wee Herman had a girlfriend and he's still a sad sack Yet Mr Keats sees fit to accuse the entire gamesplaying world of being sad gits How can he call us sad when he's the one who buys a magazine that covers a subject he finds sad? It's like a Manchester United supporter buying an Ipswich Town fanzine just so he can take the piss out of its readers If you don't like computers Mr Keats then fine You just run along and continue to get excited over the Eurovision Song Contest and attend those Star Trek conventions dressed as a Klingon
Chris Bigger, Accrington, Lancashire
YOB The anti-sad squad strikes another blow for freedom We'll finish Mr Keats off later

NUMBER TWO

Dear Yob
I can't believe the way you are running down the 32X and comparing it to the Saturn Look, the 32X is £150 and the Saturn is £400 So you're getting what you pay for If you're 7 or 8 years old where are you going to get £400 from? It would take you 5 or 6 years to get that money together So if you've got a Megadrive it's never going to be possible to afford a Saturn before your 21st birthday (you can afford a calculator then Yob) Take no notice of the assholes on Mean Machines they're on £200 a week anyway and can afford a Saturn I myself will be getting a Saturn because I can afford it I know you will not print this because it is true And if you do, you'll run me down
Culture D7, Wedley Castle, Birmingham
YOB What's your problem, kid? And what sort of frigging name is Culture D7? How exactly would you get your new Saturn inside your test tube anyway?

CANTTHINKOFONE

Dear Yob
I'm a seasoned gamer in my mid-40s and I enjoy your mag when I can find it here in the States I have seen the whole video game

world. Jovero[illegible] past 30 years it's time [illegible] with those heads of game[illegible] third party devel[illegible] send [illegible] lower the costs and the [illegible] company sold [illegible] parties should have [illegible] rebates [illegible] With [illegible] time [illegible] more for less [illegible] The [illegible] marketing and [illegible] more out there [illegible] forgotten. Like the Atari [illegible] ready to hit the shelves [illegible] between £60 and £70. The same [illegible] games they are [illegible] purchased for less than [illegible] BM versions. Get real!

Amber Bolton, Wales

YOB Tie me to a tree and call me Brenda Controversy! Dead right though. And all that assumes you've got enough to fork out for the mythical Ultra 64 in the first place. Mind you, according to Culture D7 we all earn so much money we could stump up the cash to get everyone two each. Bah.

DO-DO

Dear Yob

[illegible] seems to me that everyone has been so sec[illegible] by the hype of the Saturn. Steve in particular seems [illegible] telling people not [illegible] buy any other machine. In answer to several letters in Q&A he claims that the 32X has "stuff all games" and that the Mega CD "sells bugger all games". We all can say is that he must have a very short attention span.

OK, history has revealed that most of the Mega CD games were Megadrive conversions with few notable exceptions. It was a bugger all games because there are bugger all games available.

The 32X on the other hand was always perceived by its pundits as a stop-gap. It was in fact a great machine in its own right and once again we were caught out by the software. After the first few games the range of the remaining releases have been somewhat lacking.

Now we have the Saturn. No doubt this technically superior system will suffer from a lack of software again for the next few months. I am sure we will be impressed by the Saturn but you can only play Virtua Fighter and Daytona USA for so long, no matter how good they may be. This is probably Sega's last chance to get it right. Prompt release of all available games is what is needed with no [illegible]. I just hope that Steve doesn't end up telling everyone the Saturn is a rancid black mess with stuff all games.

Duncan McLaine, Leigh on Sea, Essex

YOB Who's Steve?

QUIZ

RYE

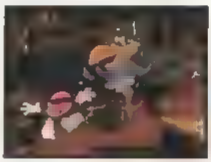
Dear Steve
I think your mag is ace, and could you please answer my questions
1. In May 1992, sega developed in conjunction with the Victor company, or JVC, a machine called the Wondermega. It cou d play every th ng a Megadrive and Mega CD can plus it was a karaoke machine What the hell happened to it?
2. When will MK3 be out for the Megadrive and how much will it cost?
3. What's happened to Megatech, I haven't seen it for ages?
4. How long has the Megadrive got before Sega stop making games for it?
5. Is Ridge Racer better than Daytona?
Richard Davies, South Wales
STEVE 1. The Wondermega flopped in Japan, and JVC wisely decided not to bring it here. 2. MK3 — you'll see a review next month, I promise. 3. We sold the title to Maverick Magazines, and I haven't seen it since it became a sad 'poster issue'. 4. Years of life in the old dog yet — we're covering some hot 16bit stuff in the coming months. 5. Absolutely not. Don't believe the hype or should that be sh ..

WHITE

Dear Steve
Could you answer these questions
1. Put these game in order, Earthworm Jim, Micro machines 2 Batman Forever, Mortal Kombat 2
2. What do you think of Pete Sampras '96?
3. How much will the Sega Saturn cost?
4. Will there be a Micro Machines 3?
5. What is your best football game?
Derek Smith, Coatbridge
STEVE 1. Micro 2, Jim, MK 2, Batman Forever 2. It's great. 3. £399 with Virtua Fighter, as you may now know. 4. Yes, both a Megadrive with Construction kit and a Saturn version. 5. ISS from Konami

SODA

Dear Steve
Your mag is the only mag I would buy. Can you please answer my questions?
1. Can you please tell me where I can get Sonic Drift 2 on the Game Gear?
2. Which is the best driving game Sonic Drift 2 or Powerdrive on Game Gear?
3. Why aren't there many Game Gear games around?
4. Do you have any cheats for Rise of the Robots?
Anon
STEVE 1. In the shops. 2. Sonic Drift 2. 3. There are more coming now than ever — THQ's at work. 4. I have a tip for it: dump it down the nearest lav

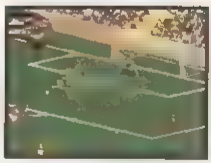


MALT

Dear Steve
Can you answer some questions about the brill MD?
1. In Cool Spot II is it true that a dinosaur runs after you?
2. Can you give me a cheat for Earthworm Jim which lets you preview Earthworm Jim II?
3. Will Sonic be in a role-playing game on his own?
4. Which Sega character is best between, Sonic, Tails, Knuckles, Robotnik?
5. Will there be any more FMV on the MD?
6. Is Cool Spot II worth getting for the MD?
7. In MD games, why don't the characters actually talk instead of all the text?
8. Why hasn't Fantastic Max or Casper the friendly ghost been released on the MD?
9. Why isn't Amy Rose in any MD game?
Andrew Hunter, Goole
STEVE 1. I gather your going on the pic from our cover. It would appear to be the case. 2. Nah, that 'tip' was a wind up. 3. I very much doubt it. 4. Sorry, at what? Robotnik is good at driving heavy machinery, and I've heard Knuckles is good in the sack. 5. Sadly, yes. 6. Read next issues for the answer to that one. 7. My, we are a sad one. The average sentence would take the entire memory of the cart to sample into speech. 8. You mean Mighty Max — Ocean have done it, and boy was it stinky. Casper is Saturn bound. 9. Because she's a sad pink girlie, like you

CASH

Dear Steve
Please I beg of you to answer my questions
1. I have Snatcher for the Mega-CD and was wondering if there was going to be a sequel?
2. If Theme Park comes out on the Mega-CD, will it have a Save option, do you think?
3. Can you please put these CD games in order from best to worst Double Switch, Eterna Champions, Snatcher, Fifa CD and Fine Fight
4. How many bits will the Neptune be?
5. Do you think Superstar Soccer is better than Fifa '95, because I don't?
6. Do you think Virtua Fighter 2 is better than Killer Instinct?
7. Will Doom ever come out for the Mega CD?
8. Finally, what was the overall percentage you gave to Snatcher?
Ahmet Altinsoy, Edmonton
STEVE 1. Nae chance. That was Konami's one and only Mega-CD exploit. 2. I know that it has no such option. 3. All much of a muchness apart from Final Fight, which is getting on a bit. 4. Don't think the Neptune will come to be. 5. Don't you? Well I do. 6. I think it is, do you? 7. Never. 8. About 86%, but then you'd know that, since you buy our mag every month.



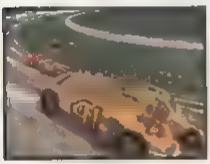
LAVA

Dear Steve
Please answer all of my questions
1. Is the cartridge port on the Saturn designed to play Megadrive games?
2. Is Daytona USA the best home console rac ng game?

3. What price might the Saturn be with Daytona when released?
4. Will Saturn discs cost the same or will those using more memory cost more?
5. Will Descent be coming out for Saturn?
6. Have you played Daytona on the Saturn with the steering wheel, and is it any good?
7. Name a good, and I mean a very good football game due on the Saturn.

Roin Gallagher, Dublin

STEVE 1. Categorically not (tee-hum). It's for saving onto RAM carts and for possible future Saturn titles. Any 'convertor' would probably cost almost as much as a Megadrive now, anyway. 2. Yes, in short. 3. No plans yet for a Daytona pack. 4. Memory isn't the issue, unlike carts, but games that take longer (and thus are more expensive) to develop will cost more. The range will be £10-£15 from bottom to top. 5. We said yes last issue, but Interplay stress that this is provisional only. 6. It's hard with the wheel. 7. I presume you've seen our cover story?



BLOOMER

Dear Steve
Could you please answer the following questions, as I really need the answers.
1. Is Sensible World of Soccer coming out on the Megadrive, and if so when is it due?
2. Will there be a Jimmy White's Snooker 2. The first game is brilliant, but I think that a second game might include a tournament option, and you should be able to save your best break.
3. Now that Theme Park is here, do you ever think Sim City or Sim City 2000 will ever be released on the Megadrive. I'm sure they would sell by the bucketload.
4. What will be the package with the Neptune?
5. Are there any submarine simulations available for the Megadrive or any planned?

Patrick Flood, Tipperary Town

STEVE 1. Very unlikely now. 2. Also highly not likely. Archer Maclean took three years to put that game together! Bigger stuff surely beckons, but it is a minor masterpiece, I agree. 3. No chance of the Maxis games, though I agree they would go down a storm. The system just can't handle it. 4. Very unlikely that we'll see that particular piece of hardware. 5. There is, in fact, and ancient game called 688 Attack Sub. It was alright in its day, but looks pretty basic now. If you fancy it, check the cart exchange shops.

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